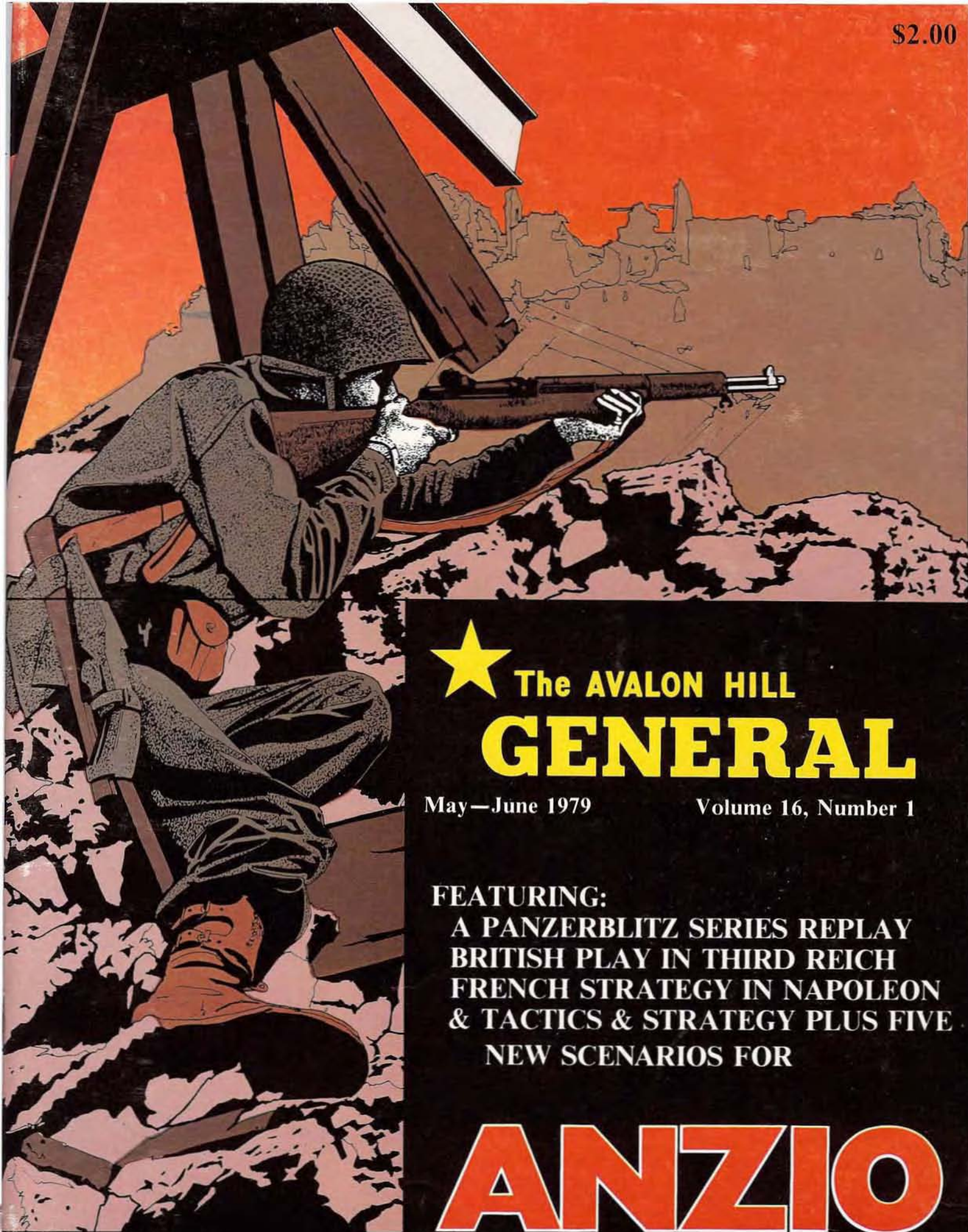


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The AVALON HILL  
**GENERAL**

May—June 1979

Volume 16, Number 1

**FEATURING:**

A PANZERBLITZ SERIES REPLAY  
BRITISH PLAY IN THIRD REICH  
FRENCH STRATEGY IN NAPOLEON  
& TACTICS & STRATEGY PLUS FIVE  
NEW SCENARIOS FOR

**ANZIO**

★ The AVALON HILL  
**GENERAL**  
 The Game Players Magazine

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## Avalon Hill Philosophy Part 73

Like most of my editorials this one was prompted by a less than flattering letter to the editor. The name of the writer escapes me at the moment but is not important, for it is a theme which is invariably repeated from time to time in one form or another. In general terms, Avalon Hill is often *criticized* for not having designed all of its games. To such critics, the designer is apparently the end-all, be-all of a successful game and deserving of 100% of the praise for a successful title. And Avalon Hill, horrors of horrors, *buys* its games—it can't *design* its own! The casual observer of a remark like this in the hobby press doubtless likens Avalon Hill to the Arabs buying California! The particular writer which prompted this column accused us of foul play because we did not prominently display the names of outside designers in our advertising, as if to say "Come on AH—quit lying—admit you didn't design those games." He then went on to list a half dozen games which were great solely on the basis of the genius of the original designers—including a number of titles which occupied a year or more of my own time as AH's in-house developer. So much for ego inflation . . .

Our side of the coin is a bit more involved than that. First, AH is a *publisher* of games. As with other companies, we like to think that our products are the best and our advertising, not surprisingly, hawks that theme. Avalon Hill attempts to market the best line of strategy games anywhere regardless of who designed them. To my knowledge, AH has never been hung up on a "we're the only people who can design games" kick. We have long recognized that other folks are doing a fine job in the field of simulation game design. That's why we aggressively pursue the acquisition of quality games when they become available to us. Frankly, we could care less who designs a game . . . if it's great, we want it in our line to reinforce the "best series of strategy games available". Far from being a weakness, I consider this infusion of new ideas and talent as a vital element in AH's success. Such radical game system innovations as those present in *WS & IM*, *KINGMAKER* and *SQUAD LEADER* are all testimony to the advantages of looking elsewhere for talent and ideas. Doubtless, there are others out there with fine games which will profit from AH development and we will continue to be on the lookout for them. The recently acquired *SEARCH FOR THE NILE* of Discovery Games and Eon Products' *DUNE* are just two more examples of our never-ending search for the best games available.

This is not to say that our own R & D department is totally bereft of talent. Rather, it's an admission that we can't produce quality games as fast as we'd like and welcome the opportunity to augment our production with the successes of others. It is, however, disappointing, to say the least, that some people have no appreciation whatever for the evolution an outside game undergoes while in AH development. Just because a game has a freelance designer or has been sold previously under a different label doesn't mean that all we had to do was dump it into an Avalon Hill box. Oftentimes, such an acquisition undergoes a year or more of extensive redesign, development, and playtest

before going into revised artwork for AH production. Such was the case with *WOODEN SHIPS*, *KINGMAKER* and *SUBMARINE*. All three games benefited from additional playtest, clarified rules, the addition of an Advanced Game, and improved artwork. All required the individual services of an AH developer for a year or more. These games were all fine efforts at innovation and enjoyable game systems before we laid eyes on them. They were also all badly flawed. It is this attention to detail that AH is willing to put into a game prior to release which sets it apart from its competitors—at least in my own, admittedly prejudiced, view.

Other games which were "developed" by AH really amounted more to a "codesign" or "redesign" by the AH developer. *THIRD REICH*, for example, never worked as submitted and had to be extensively redesigned by the developer. *AIW*, *SQUAD LEADER*, *COI*, *ASSAULT ON CRETE*, and *TOBRUK* are all examples of games in which the AH "developer" probably did as much or more *design* work than the credited designer. Admittedly, the designer should still get the lion's share of the credit for it is his basic ideas upon which the game is based. However, the public usually doesn't know or appreciate the extent to which a "nameless" AH developer has pulled the fat out of the fire by making a game *work* the way the designer intended. The recent failure of Frank Davis to do just that with *THE RISING SUN* after 18 months of concentrated effort only serves to further illustrate the point. Around here it's the accepted norm that design is the easy part. "Anybody can design a game, but a good developer is hard to find." Witness the growing reluctance of our staff to work on outside games as opposed to their own designs.

Even games which underwent relatively minor changes by AH personnel (such as *NAPOLEON*, *WAS*, *TRC* and *ALESIA*) benefited a great deal from such fine tuning. It is this "fine tuning" by a 3rd party of an already good game which makes AH games something special in my opinion. No one is perfect, least of all us, but by combining our skills with that of the designer often a better product results.

Physical quality is another facet of a good *publisher* and one which AH takes very seriously in staying a step ahead of its competition. *DIPLOMACY* entered our line virtually unchanged from the GAMES RESEARCH version save for a new map which improved on the original by increasing the size of the smaller areas to accommodate the playing pieces and defining the player colors with the board edge. A small change but one which nevertheless improved the game. On the other end of the scale we just spent \$4,500 on camera work for *THE LONGEST DAY* mapboard. This is not the total cost of producing the map by any means—just the cost of making the *final* negatives. Preliminary camera work, pasteup, construction & research time, plates and actual printing will run this bill into the tens of thousands. It is the price we pay for protecting our reputation as the leading *publisher* of strategy games.

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# HITTING THE BEACHES AGAIN

FIVE NEW ANZIO SCENARIOS By Tom Oleson

Tom Oleson is perhaps the most famous of a dying breed in today's hobby. A wargaming veteran of almost two decades, Tom is one of those rare individuals who still nurses his fascination with a single game, yet manages to sample nearly all of the new offerings within his field of interest, regardless of manufacturer. Few of us have the time, money, or organizational resources Tom enjoys which enable him to be such a highly visible commentator on the wargame scene. Nevertheless, time and again, he is drawn back to his favorite pastime, and almost daily dispatches doom via the post from any of a dozen faded ANZIO boards simultaneously in play. His enthusiasm for the game is due no doubt in part to his own proclivity for excellence acquired in years of constant play. Truly, few people know better the enjoyment gained from playing a game well.

This acquired expertise plus his strikingly gentlemanly ways as he battered your editor about many a postal battlefield enabled him to convince me once again to give vent to his desires to publish another improved version of ANZIO. The 3rd (1978) edition which resulted represents his personal quest for the perfect wargame and may well be the closest anyone has come to that exclusive title. The rules in question are available from Avalon Hill for \$2.00 plus 20¢ postage charges and are all that is needed to update the game to the latest standard. Even if you can't play the five new scenarios presented here complete with insert playing aides, hold onto them. ANZIO, due largely to Tom's efforts, will eventually return to the retail line resplendent in new packaging à la Rodger McGowan and may eventually find its way into your collection. These scenarios won't be included in the game itself or sold separately—consider it a subscriber bonus from Tom to anyone who shares his enthusiasm for one game above all others.

For those unfamiliar with it, ANZIO is an operational-level game covering World War II in Italy, from September, 1943, to April, 1945. The rules are organized in four steps of increasing complexity. There are scenarios of three different lengths, with optional rules offering two more, for a total of five different time spans. The result is that no two ANZIO games need ever be the same.

Nonetheless, the two simpler versions, the Basic Game, and the added supplementary rules to it, do not extend into 1944 or 1945. Also, in order to play any version, Basic or Advanced, it has been necessary to start with the Allied invasion, in September of 1943.

The purpose of these new scenarios is to do away with the restrictions mentioned above. They include the following:

**1. Basic Game IIA—Gustav Line**—September II, 1943–June III, 1944. (That is, second week of September to third week of June. All dates inclusive.)

- a. Playable also with Supplementary Rules.
- b. In either version, playable for AREA purposes as two games in one (1943, 1944)

**2. Basic Game IIB—Operation Shingle**—January I–June III, 1944.

- a. Playable also with Supplementary Rules.
- 3. Advanced Game B—Operation Shingle**—January I–June III, 1944, or January I, 1944–April IV, 1945.

- a. Playable also with Supplementary Rules. Because of the options available in the Advanced



Game with Supplementary Rules, two additional end points for this game would be possible.

**4. Basic Game III—Diadem**—May II-June III, 1944.

a. Playable also with Supplementary Rules.

b. Playable also under the Advanced rules, as well as the all-out Advanced Supplementary rules.

**5. Advanced Game IIIB—Caesar Line**—May II, 1944-April IV, 1945.

a. Playable also with Supplementary Rules, providing an alternative end point for the scenario.

b. In either version, playable for AREA purposes as two games in one (June III, 1944, and end of game in 1945).

For those unfamiliar with the Italian Campaign, the Gustav Line was the German system of defensive positions and fortifications straddling the narrow part of the Italian peninsula just south of Monte Cassino. The new version of the Basic Game under this title concerns that part of the campaign that ended with the Allies breaking through the Gustav Line, into central Italy.

Operation Shingle was the code name for the first Allied plan designed to force the Gustav Line, by means of an amphibious flanking movement at Anzio. The two new scenarios bearing this name start about the time Operation Shingle took place, but do not oblige the Allied player to follow that same plan.

Shingle having failed in its purpose, the code name for the second Allied plan designed to crack the Gustav Line was Diadem. The short six-turn scenario called Diadem covers the period when the German defenses at last were breached, Rome fell, and the Allies moved into the northern half of the Italian peninsula.

The Caesar Line was the sketchy German defensive position crossing the peninsula just south of Rome: the line which they planned as successor to the Gustav Line, should it prove untenable. The scenario with this title covers the campaign from the collapse of the Gustav and Caesar Lines, to the end of the war. This scenario could just as well have been named after the final German line stretched across the peninsula, the Gothic Line, but I'm holding that in reserve for another scenario dealing more specifically with that final part of the war!

As the above list of the new scenarios illustrates, play may now focus on the 1944-45 portions of the war, in a less time-consuming framework.

The Italian campaign was thoroughly documented, but not all presumably authoritative sources agree with each other, or with the original OOB of ANZIO, although this OOB has relatively few discrepancies. It has rightly been praised as one of the most historically accurate of all wargames. Consistent with the existing OOB, and considerations of play-balance, the OOBs and victory conditions of these new scenarios is intended to be as historically faithful as possible.

In the several years that I have been researching and testing these scenarios, I have been helped by wargamers too numerous to list by name here. Thanks—and please keep it up!

Rules references below are to the third (1978) edition of ANZIO.

## THE RULES

### BASIC GAME IIA—Gustav Line

**1. INTRODUCTION:** The ANZIO rule book contains a Basic Game, hereafter referred to as Basic Game I, set in 1943. *Gustav Line* includes the existing Basic Game I, but extends it to June III, 1944.

**2. TIME SPAN & WEATHER:** September II, 1943—June III, 1944. Mud October III—March II, except for fair weather, December III-IV.

**3. RULES:** Sections A through C, plus G (Appendix) as applicable. Changes to these rules specified here.

#### 4. OOB:

**A.** In the Basic Games, there are no withdrawals, no Italians, no garrisons, and no replacement bonuses for capturing Napoli or Roma.

**B.** Start the game by starting the Basic Game as explained in the rule book, using the Record Cards supplied with the game, which cover the 1943 portion of *Gustav Line*. Ignore the German invasion reaction on the 1943 card.

**C.** Starting January I, 1944, switch to the Basic Game II Record Cards as included in this issue of *THE GENERAL*. Replacements are indicated on the Time Tracks. The Germans get one armor and one infantry replacement when a "2" is shown. Of course, the Unit Organization Charts on the 1943 OOB cards will still be useful, as those units remain in play.

#### 5. INVASION:

**A.** As in Basic Game I, just one Allied second invasion is allowed, but the permitted time is changed to these eleven turns: December I-January IV, and then again June I-III. Any invasion zone is allowed, not just in the South. Note—it is not one invasion in the earlier period, and another later, but just one total, with 75% of permitted Initial Lift, as explained in the Basic Game rules.

**B.** The Allies get two extra port counters January I, for a total of six in the game.

**C.** Even if the invasion is in 1943, use the German reaction on their 1944 OOB card.

**6. VICTORY CONDITIONS:** the same two listed in the rule book for the Basic Game, with these changes:

**A.** Later game duration. Victory is decided at the end of the June III, 1944 turn.

**B.** The time span of *Gustav Line* is identical to Advanced Game II, so the nine cities listed on page 18 of section E (E.21.E.2) of the rules are used to determine victory.

**C.** Any six of these must be captured, not just five.

#### 7. TWO GAMES IN ONE:

**A.** *Gustav Line* may be played as two linked games, therefore counting as two contests for AREA purposes.

**B.** At the end of the last 1943 turn, victory is decided as though Basic Game I had been played, using Game I victory conditions.

**C.** The only change in the Game I rules would be that the second invasion would only be permitted in December, under Game I restrictions (southern half of the board, and the entire Roman zone). The 1944 OOB invasion reaction would be used.

**D.** The players would then continue through the 1944 turns, with a second victory decided under *Gustav Line* rules.

**E.** Note that there would still be only one second invasion. The Allied player would decide whether to use it in December, 1943, under Game I rules, or in 1944, under *Gustav Line* rules.

**8. SUPPLEMENTARY RULES:** rule book section D may also be incorporated into *Gustav Line*, with these changes:

**A.** Supporting Fire in 1944 is governed per Advanced rule E.13. If the Allied second invasion is in a good weather 1944 turn, the Germans would get two air factors their next turn, which would be their allocation for that entire month.

**B.** If *Gustav Line* is played as one game, then starting December I, when the second invasion is first permitted, commandos would no longer be restricted geographically. If played as two linked games, then the Game I commando restriction is valid all through 1943.

**C.** The Germans get one fort counter the first German turn of each 1944 month, as well as their

1943 allocation. If the fort rule is used, Advanced Game rule E.14 must also be used, permitting one Air Strike in 1944.

### BASIC GAME IIB—Operation Shingle

**1. INTRODUCTION:** The rules for *Gustav Line* have just been explained. *Operation Shingle* is essentially the 1944 section of the *Gustav Line* scenario, starting from the front line as it existed at the end of 1943.

**2. TIME SPAN & WEATHER:** January I-June III, 1944.

Mud January-March II.

**3. RULES:** Sections A through C, plus G (Appendix) as applicable. Changes to these rules specified here.

#### 4. OOB:

**A.** In the Basic Games, there are no withdrawals, no Italians, no garrisons, and no replacement bonuses.

**B.** Both OOBs are divided into two sections, those available at the start (the entire 1943 Basic Game I OOB except replacements), and those entering later (use Basic Game II Record Cards).

**C.** Replacements enter per the Basic Game II 1944 Record Cards. There are none saved at the start, nor any available from the 1943 OOB, except as explained below.

#### 5. STARTING THE GAME:

**A.** The Germans have available for deployment the 1943 units included in the Basic Game I Record Card, as supplied with the game. Before setting-up, the Germans must reduce this OOB by eight steps, in any way they choose. If they wish, they may reduce as many as four further steps, and take these back in ersatz counters. The number of armored ersatz units must not exceed the number of infantry ersatz units.

**B.** The Allies have available for deployment the 1943 units in the Basic Game I Record Card, supplied with the game. Before setting-up, they must reduce this OOB by twelve steps, in any way they choose.

**C.** A map is provided of the front line on the German Basic Game II Record Card. The Germans may deploy any or all of their ersatz units (see 5.A above) plus up to four combat units of any size, anywhere north of the front line. Other than the above, all German units must start next to, or no more than two hexes distant from, the front line. Example: a "front-line" unit could be at H52, but not at Terracina. The German units on the 1944 OOB are not available at the start, but enter as reinforcements or replacements.

**D.** After the Germans deploy, the Allies set-up their 1943 OOB anywhere south of the front line, including Sicily, not in German zone of control. The Allies then start the game, moving first. Reinforcements and replacements shown on the Allied 1944 OOB are not available for initial setup, but must enter by sea.

**E.** The Germans move second, and once their move begins, they are no longer restricted in their unit placement.

#### 6. INVASION & SEA MOVEMENT:

**A.** As in Basic Games I and IIA, just one Allied second invasion is allowed, but at any invasion zone, and at any time during January or June I-III, 1944, with 75% of Initial Lift. The Allies may take advantage of the initial German deployment restrictions by invading January I, but are not obliged to.

**B.** Before starting the game, the Allies use port counters to designate as open on their side of the front one beachhead, and two major or minor cities. The South Ends are also open, but do not require port counters. The Allies also have one port counter saved, and get two more January I, as shown on their Record Card.

C. The German invasion reaction is that shown on the 1944 card.

D. The Allies start the game with 100% Build-Up saved at each open port (Basic Game rule 5.G.6).

7. **VICTORY CONDITIONS:** the same as those for the final June III turn of the *Gustav Line* game.

8. **SUPPLEMENTARY RULES:** Rule book section D may also be incorporated into *Operation Shingle*, with these changes:

A. 1944 Supporting Fire per *Gustav Line* rule 8A.

B. Commandos are not restricted to the southern half of the map.

C. The Germans may include seven forts in their initial set-up, all on hexes forming part of the front line. They also get one additional fort counter the first German turn of each 1944 month. If the fort rule is used, Advanced Game rule E.14 must also be used, permitting one Air Strike in 1944.

**ADVANCED GAME B—Operation Shingle**

1. **INTRODUCTION:** The *ANZIO* rule book contains an Advanced Game, hereafter referred to as Advanced Game A, all versions of which start in 1943. *Operation Shingle* is basically similar, but excludes 1943. It starts January I, 1944, using the front line as it stood at the end of 1943. *Operation Shingle* may end at any of the decision points specified in Advanced Game A. This scenario is just the same as Advanced Games II or III in the rule book, except it starts later.

2. **TIME SPAN & WEATHER:** January-June III, 1944, or January I, 1944-April IV, 1945. Weather per Advanced Game rules.

3. **RULES:** since the Advanced Game builds on the simpler versions preceding it, the entire rule book is in effect, except for section F, and as explained below, it, too, may be incorporated. Changes to these rules are specified here.

**4. OOB:**

A. The Advanced game may be played with three different German OOBs, and, excluding the 1943 version, two Allied OOBs. Before starting *Operation Shingle*, each player should decide which OOB he prefers, the combination of which determines the game length, and victory conditions, as outlined in section E of the rule book.

B. Both OOBs are divided into two sections, those available at the start (the entire 1943 Advanced OOB in the version chosen), and those entering later (1944-45).

C. Replacements enter per the Advanced Game Time Record Card. None are saved at the start, nor are any available from the 1943 OOB. The Roma replacement bonus is in effect.

**5. STARTING THE GAME:**

A. The Germans have available for deployment the 1943 units included in the Advanced Game OOB card, as supplied with the game, for the version they have chosen: standard, reinforced, or maximum. Since the Allies have not yet invaded for the second time, under any German OOB the two SS panzer divisions have withdrawn. No garrison units have reacted into the game because of Allied proximity, although they may have been released because of the German OOB chosen. Under the standard OOB, 18 and 24 panzer divisions would have withdrawn, as well as Doehla. Under the reinforced OOB, 18 panzer would have left.

B. From the OOB they have chosen, the Germans must reduce a number of steps: 12 if it is the standard OOB, 10 if the reinforced, 8 if the maximum. No more than two lost steps can be from garrison units, and they must have been garrison units able to have attacked potentially defecting Italian units September II, 1943 (the source of the loss). Another two can be a replacement deficit, at

least one of which must be armor. The rest must be taken from units available for front-line deployment.

C. As part of their initial deployment, the Germans may locate eight forts on or behind their side of the front line (see map—same front as Basic Game version of *Operation Shingle*). Thereafter, forts are received as per the Time Record Card.

D. Consistent with their OOB restrictions, the Germans may deploy their 1943 OOB anywhere on or behind their side of the front. The Basic Game requirement to have only a fixed number of units behind the front, is not in force. The German units on the 1944-45 OOB are not available at the start, but enter as reinforcements or replacements.

E. After the Germans deploy, the Allies set-up their 1943 OOB anywhere south of the front line, including Sicily, not in German ZOC. They then start the game, moving first. Reinforcements and replacements shown on the Allied 1944 OOB are not set up at the start, but enter as stipulated in the rules. Although the Allies may choose between two OOBs, they are identical until June IV, 1944. Note that the eight units available in the 1943 OOB will have withdrawn, and therefore are not available for this game. The Fascist Mantova division, having successfully defected in 1943 to the Allies, is the only Italian division from their September 1943 OOB included in this game.

F. The Allies have no replacements saved. From 1943 units not having withdrawn, a further ten steps must be taken.

**6. INVASIONS & SEA MOVEMENT:**

A. Invasions subsequent to the first invasion may take place according to the rules of the game version chosen.

B. Ports open (with counters) are Salerno zone and city, and the cities of Napoli, and Termoli. The Allies start with one port counter saved, and then receive further counters per the rules. The South Ends are also open.

C. German invasion reactions are specified on the OOB card.

D. The Allies start the game with 100% Build-Up saved at each open port.

7. **VICTORY CONDITIONS:** those in effect for Game II and Game III, whichever is chosen.

8. **SUPPLEMENTARY RULES:** *Operation Shingle* may be played with applicable parts of rule book section F, with the following notations:

A. *Rule 7*—reduce the German OOB by one additional step.

B. *Rule 15*—the Allied 1943 OOB would be increased by the eight units whose withdrawal is cancelled by this option. The Allies would have to reduce their OOB by eight steps, not ten, when using this option. Despite the harsher victory conditions which rule 15 includes for the Allies, its use swings play balance toward them.

C. *Rule 16B*—Since the two SS panzer divisions have withdrawn, if this were chosen, they would return as reinforcements.

D. *Rule 17*—the various options available under Games II and III could be chosen in secret, if so desired. Note that even if rule 17C (Limited Intelligence) is not in effect, the Allies may always keep secret the identity and existence of reinforcements in Sicily or the South Ends. Therefore, they could write down their choice of rule 15, but not expose the units.

**BASIC GAME III—Diadem**

1. **INTRODUCTION:** This scenario covers just the last six turns of the other two new Basic Game scenarios whose rules are included in this article. The success of the German *Gustav Line* forced the

Allies to execute *Operation Shingle*. Although stalemated, *Shingle* created an enclave behind the *Gustav Line* without which *Diadem* would not have been possible.

2. **TIME SPAN & WEATHER:** May II-June III, 1944. No mud.

3. **RULES:** Sections A through C, plus G (Appendix) as applicable. Changes to these rules specified here.

4. **OOB IN GENERAL:** in the Basic Games there are no withdrawals, no Italians, and no replacement bonuses. In *Diadem* there are simplified garrison rules. Game Record Cards for both sides are provided elsewhere in this issue as well as a map of the front line.

**5. GERMAN OOB:** there are six parts:

A. Units available at the start, with fixed location indicated.

B. Eight units identified as Reserves. Any two of these may be deployed anywhere on or behind the German side of the front line. The remaining six must be at least one hex behind the front. For example, Lido would not be permissible, Fiumicino would be.

C. Four infantry replacements, as made available by the Time Track.

D. At the start of the first German turn after the Allies invade, or use their Air Strike, or have a unit on a hex entirely north of the middle map-fold (at any time, even retreating), the Germans get a reaction:

1. five units stationed at fixed points in North Italy, from which they cannot move, unless and until released as part of this reaction.

2. six units entering as reinforcements off the German map edge, one turn later than the release of the five units above.

3. three units entering as reinforcements off the German map edge, but two turns later than the five units in D.1.

E. It is probable that the Allies will trigger the German reaction in time for all units to enter, but they are not obliged to, therefore the Germans are not certain to get these units.

**6. ALLIED OOB:** there are three parts:

A. Units shown on board at the start, including six replacements.

B. Four units entering as reinforcements.

C. The replacements received per the Time Track.

**7. STARTING THE GAME:**

A. The Germans first set up their May II units, including reserves, and also including the five units frozen in North Italy unless released by the reaction rule.

B. The Allies then set up their units on board May II, anywhere on their side of the front, not in German zone of control. There are no restrictions on the Allied set-up, apart from the usual stacking rules, and the fact that 56 stacking points is the capacity of the Anzio beachhead. The Allies then move first.

8. **AIR STRIKE:** any one Allied turn, the Allies are allowed an air strike, per rule E14. This is another departure from the usual Basic Game rules.

**9. INVASIONS & SEA MOVEMENT:**

A. Any Allied turn during the game, including the air strike turn, the Allies may invade once on the East Coast, and once on the West Coast. The two invasions may occur independently, or together. Each may lift no more than four stacking points, under the usual second invasion rules. Any invasion zone is permitted.

B. There are eight port counters in the game. Ports already open with counters are: the cities of Napoli, Termoli, and Anzio, and the Roma zone within the Allied front line (the Anzio beachhead). The Allies have the other four port counters saved, and get no more. The South Ends are also open.

C. The Allies start the game with 100% Build-Up saved at each open port.

D. If the Allies invade at a zone already partially theirs, and open with a port counter, such as the Roma zone in *Diadem*, which is friendly and in operation within the Anzio beachhead, they must expend a new counter to support the invasion. Nonetheless, they will have only one BU for that entire zone, to apportion as they choose among beachhead zone hexes. Of course, they could open another port if there is more than one in the zone, as there is in the Roma zone. Such an Allied invasion could not exceed the zone capacity.

#### 10. VICTORY CONDITIONS:

A. Rule Book C.15.C.

B. Alternatively, to win, at the end of the game the Allies must:

1. Eliminate all *supplied* enemy units from all three Roma hexes, as well as the area on and south of the road from Lido to V39. *Unsupplied* enemy units in the above areas do not have to be eliminated by the Allies.

2. Have friendly, *and in supply*, at least one hex meeting the following definition:

a. A city hex entirely north of the center fold (Ascoli would qualify, Teramo wouldn't), *or*:

b. A bridgehead north of the Tiber River (hexes D44,E44,F43,G42,H39-42, inclusive).

c. Note that the requirement is not at least one hex of each sort, but one of *either* sort.

3. Allied failure to meet these conditions is a German victory.

11. **SUPPLEMENTARY RULES:** *Diadem* may be played with applicable parts of rule book section D, with the following notations:

A. The Germans receive one Tactical Air factor in May, which they could use defensively as part of their May II deployment, or save for later, and one in June. The Germans do not get extra factors as an invasion reaction, as the second invasion has already occurred. The Allied allocation explained in section D is unchanged. Note that the Allies do not get the naval factor during an invasion turn, nor the air factors during the air strike.

B. Commandos are not restricted to the southern half of the map. Commando raids are permitted, but not on invasion turns. Commandos may participate in an invasion, but as part of the four points Initial Lift permitted.

C. The Germans get the thirteen forts located as shown on the Advanced Game section of the *Diadem* Record Card, plus the only one they would get under the Time Record Card June I. Since there are only thirteen forts in the game, one of the original allocation would have to be destroyed in order for it to be recovered and redeployed June I.

12. **ADVANCED GAME:** *Diadem* may also be played with applicable parts of rule book section E, with the following notations:

A. **German OOB;** an Italian unit is added to the German reserves available at the start, but the restriction that only two reserve units may be deployed on the front remains. Two divisions (90th and 15th) are split into regiments, deployed as shown. There are seven garrison divisions in the Advanced OOB. Five on board at the start react into the game as explained in the Basic Game version of *Diadem*, or by Allied proximity under standard garrison rules. The 34th and 42nd infantry divisions enter as reinforcements, but not for free use. They go to the garrison points shown, where they would follow standard garrison rules. *Diadem* garrisons have a ten hex reaction radius. If one is available, the Germans get another fort June I.

B. The only change in the Allied OOB is the addition of the two Italian units, as shown.

C. Supporting fire is the same as in rule 11A, above.

D. No change in victory conditions.

13. **ADVANCED GAME WITH SUPPLEMENTARY RULES:** rule book section F may also be included. Sections not relevant are: 3.9,10,13,14-15,16,17 (except C, which may be used). Rule 7 may be reflected by the Germans removing one step from any unit available for front line deployment May II.

#### ADVANCED GAME IIIB—Caesar Line

1. **INTRODUCTION:** Game III is the marathon version of *ANZIO*, spanning 79 turns, September, 1943, to April, 1945. The *Caesar Line* scenario reduces this to 47 turns, by picking up Game III at the start of the *Diadem* offensive, and playing it out to its conclusion.

2. **TIME SPAN & WEATHER:** May II, 1944-April IV, 1945. Weather per Advanced Game III rules.

3. **RULES:** since the Advanced Game builds on the simpler versions preceding it, the entire rule book is in effect, except for section F, and as explained below, it, too, may be incorporated. Changes to these rules are specified here.

#### 4. GERMAN OOB:

A. It is that specified for the Advanced Game version of *Diadem*, plus the *Caesar Line* additions at the bottom of the card. Essentially, one is playing an Advanced version of the *Diadem* scenario, but continuing on to the end of Game III.

B. The *Caesar Line* OOB includes some units also listed as part of the reinforcements available for *Diadem*. These would enter under whichever OOB indication occurred first. For example, if the 20th Luftwaffe division has entered under the *Diadem* reaction rule, its OOB entry point of August I would be redundant. But if it had *not* entered, it would enter August I. Three garrison infantry divisions in *Diadem* become part of the Off-Board commands in the *Caesar Line* OOB.

C. Forts are received per the TRC. The Germans may also change the location of one or two forts shown on the *Diadem* OOB, to any permissible hex on the north half of the map.

5. **ALLIED OOB:** as specified for the Advanced version of *Diadem*, plus the *Caesar Line* additions and withdrawals. The Roma replacement bonus is in effect.

6. **STARTING THE GAME:** same as *Diadem*, Advanced version.

7. **AIR STRIKE:** same as *Diadem*, Advanced version. Note that there is a second air strike in 1945.

8. **INVASIONS & SEA MOVEMENT:** under standard Game III rules, no invasion is permitted in the *Diadem* time span, and two would be permitted later. The *Caesar Line* variant rules differ:

A. During the six turn *Diadem* time span, *Diadem* rule 9A applies. From June IV 1944 until the end of Game III, just one further invasion is allowed, with 50% of Initial Lift. This invasion would, as usual, have to be six turns later than any invasion in the *Diadem* time-span.

B. Ports are per *Diadem* rule 9B, and from June IV onward, per Game III rules.

C. The Allies start the game with 100% Build-Up saved at each open port.

9. **VICTORY CONDITIONS:** those applicable to Game III, using the Reinforced German OOB standard.

#### 10. TWO GAMES IN ONE:

A. *Caesar Line* may be played as two linked games, therefore counting as two contests for AREA purposes.

B. At the end of the June III, 1944 turn, victory is decided per *Diadem* conditions.

C. The players would then continue to the end of Game III, at which time another victory would be awarded.

11. **ADVANCED GAMES WITH SUPPLEMENTARY RULES:** rule book section F may also be included.

A. Sections not relevant are: 10,13,16, and 17B and F.

B. Rule 7 may be reflected by the Germans removing one step from any unit available for frontline deployment May II.

C. If the Allies use rule 15 (Reinforcement Option), the units shown below are added to their OOB on the board May II, 1944, and further withdrawals are cancelled. Even if rule 17C is not in effect, the Allies may always conceal the identity and existence of reinforcements in Sicily or the South Ends. Therefore, they could write down their choice of rule 15, but not expose the units. Despite the harsher victory conditions which rule 15 includes for the Allies, its use in *Caesar Line* swings play balance toward them.

#### Britain

5.. 5-5-12	2.. 2-1-12	2.. 2-1-12	1.. 1-1-12
3.. 3-3-12	3.. 3-4-12	3.. 3-4-12	3.. 3-4-12
3.. 3-4-12	United States		4.. 6-8-12
4.. 5-6-12	1.. 1-1-12	1.. 1-1-12	1.. 1-1-12



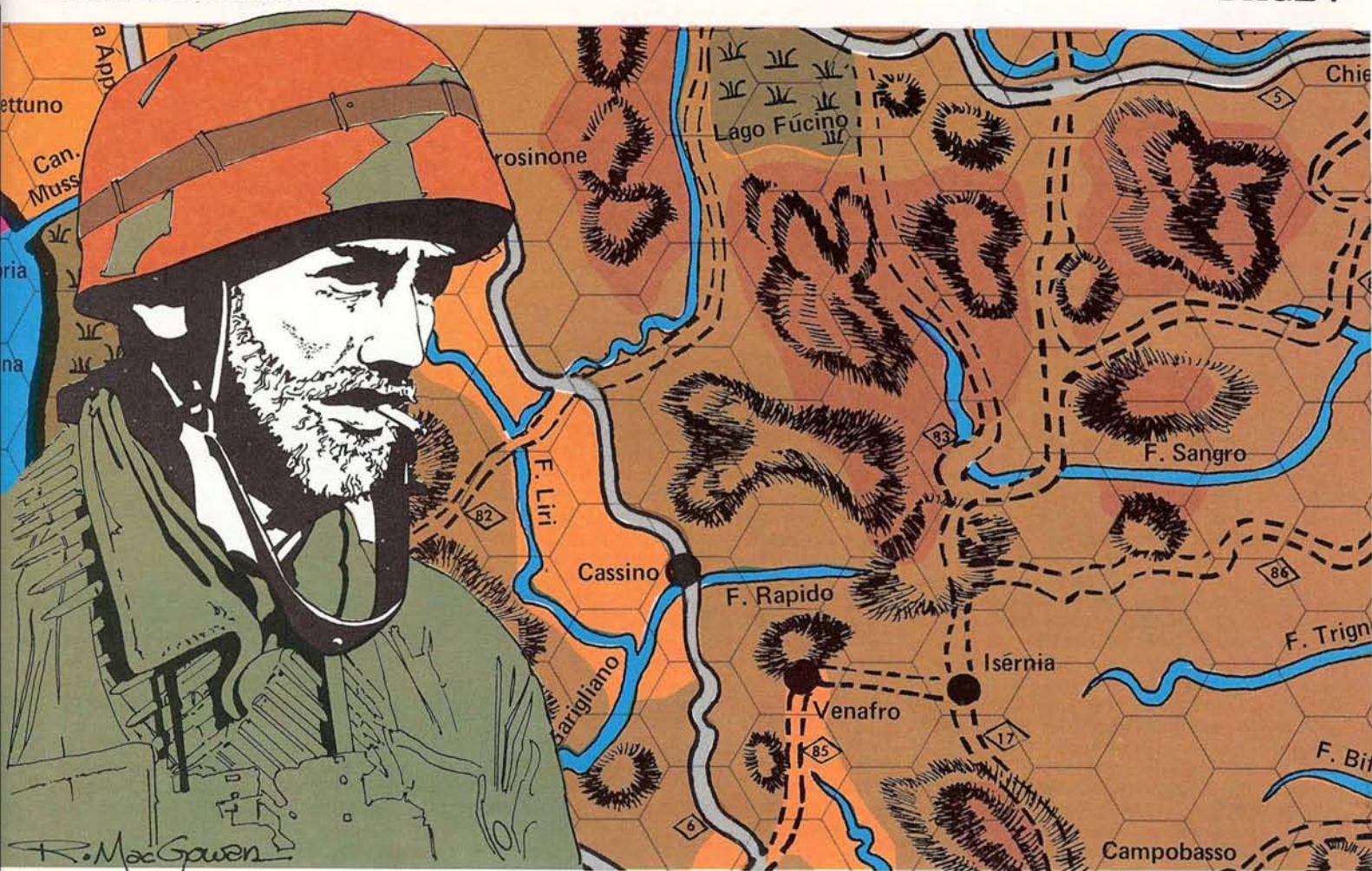
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# ANALYZING THE GUSTAV LINE

Strategy and Tactics in the new Anzio "Gustav Line" Scenario By Tom Oleson

The ANZIO map of the Italian peninsula is divided into four equal North-South sections. In the "Gustav Line" game, which corresponds in duration to Advanced Game II (September 1943 to June 1944), the Allies initially invade in the bottom section, or that next to it. To win, in less than seven months, they must push the Germans back nearly to the topmost quadrant of the board.

The Allies have two important advantages:

1. Numerical superiority, discussed in detail below.
2. The ability to threaten the German flanks from the sea.

The Germans have two countervailing weapons:

1. The difficult terrain, which multiplies their strength.
2. The temporary ability to mass superior force at certain critical junctures of the game, such as the invasions. The Germans can reinforce by land quicker and more massively than the Allies can by sea, if they are able and willing to weaken the main front.

There are many valid ways to compare the strength of the contending armies:

1. Allied attack factor vs. German defense factors.
2. The same, but multiplied by the number of turns the factors are present in the game.

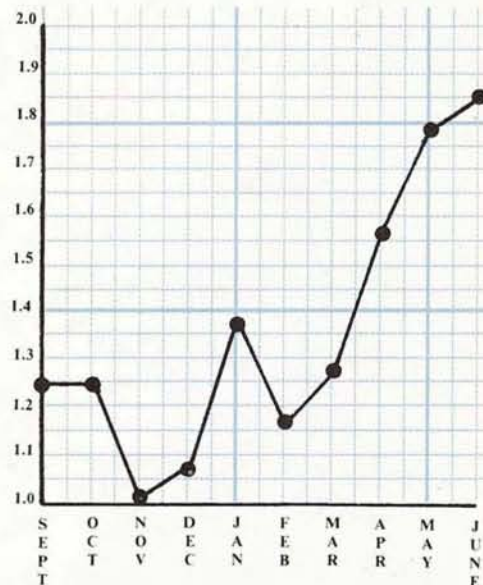
3. Defense factors doubled, to reflect the abundance of doubling terrain.

Yet another point to consider is the average length of the front line, coupled with the fact that a *sustained* offensive is seldom productive for the Germans. This means that in that sector of the Allies line which is on the defensive, they need only leave sufficient strength to prevent a breakthrough, or loss of a unit or key point, since a major attack would serve little purpose for the Germans. This permits the Allies to concentrate the bulk of their surplus force for a few key attacks, which have the potential to force the Germans back.

The Germans, on the other hand, must spread their strength fairly evenly along their entire front, because it is *usually* the Allies who have the initiative.

I stress the word *usually*, because if ANZIO were simply a game of the Allies slogging forward from one mountain or river to the next, with the Germans limited to deciding how many factors to put at each spot, it would be boring. The German offensive capability is limited, but it does exist, and can be decisive.

ANZIO is a step-reduction game. Each unit has one or more steps, depending on its strength, and casualties suffered. Although there are many ways to compare strength in ANZIO, comparing steps available throughout the game is one of the best:



Assumptions:

1. German invasion reaction in February.
2. Average step loss per turn: Allies 4, Germans 3.

In other words, in November, the two armies are about equal in steps, while in April the Allies are just over half-again as strong.

The chart illustrates the value to the Germans of crushing the second invasion, if it can be done without decimating themselves. If the Allies can lengthen the front by a successful second invasion, their inexorably increasing pressure against a long German line, can cause the German army virtually to vanish by game end.

Returning to the start of the game: in all versions of ANZIO which start in 1943, I recommend use of rule F.10, second paragraph. This permits 1Para to deploy anywhere from Y48-Y54. The new 1978 edition of ANZIO permits a wider entry from Taranto. Ordinarily, if the Allies invade at Termoli, September II they should cross the Fortore River to the Foggia side. Stationing 1Para at Y48 prevents this. In this way, the Germans have a good chance to bottle up the Termoli sector between the Sangro and Fortore rivers.

One would assume that the wider Taranto entry makes it no longer feasible for the Germans to seal off the South End, completely preventing Allied entry there. In play-testing this revised rule, I have seen that that is not so, although obviously it is no longer so "cheap" for the Germans to do so. As an alternative, they may decide to hold the corridor between the Fortore and Ofanto rivers, to delay a quick link-up between a Termoli invasion, and Allied units advancing from the South. In this way, a Termoli invasion can be prevented from becoming such an attractive option that the Germans are obliged to garrison it September II with 16th panzer.

16th Panzer, the Herman Goering division, and the little NW/71 unit, are the units besides 1Para, whose location the Germans must decide before the game begins.

Nebelwerfer must be placed with HG, because leaving weak units alone within enemy reach is an invitation to an Automatic Victory. The two units should not be placed at Vesuvio (one of the three

alternatives), because doing so discourages the Allies from invading where the Germans should prefer them to: Salerno. This leaves Napoli or Caserta. Either point is very discouraging to an invasion at Mondragone or Napoli, both of them dubious propositions, anyway, but Caserta has a signal advantage. From here, HG can reach T44 the first turn. This is a key hex if the Allies invade at Termoli, because it can be part of a counter-attack to regain the Sangro River line.

This leaves 16th panzer, with which the Allies can be forbidden any single zone. It makes sense to deny the Allies the zone most perilous to the Germans in the Basic Game: Terracina. Below, I will explain why.

Since I regard Termoli as the second most dangerous zone for a first invasion, rather than place 16th pz. right at, or behind, Terracina, I prefer to place it at K49. This makes it impossible for the Allies to take J50 on their invasion turn, which should discourage them sufficiently. From this post, 16th pz. can reach the mouth of the Sangro.

An Allied invasion at Termoli not only should throw a bridgehead south of the Fortore (presuming 1Para is absent), but north of the Sangro as well. Holding the Sangro is vital for the Germans. Once it is breached, there is no good defense of Pescara, one of the nine victory points in the 1943 Basic Game. Therefore, if the Allies cross the Sangro, the Germans must energetically counterattack to push them back. The suggested German defense is shown in Figure 1.

This setup will vary from game to game. I rarely use it twice in a row myself, although objectively I believe it is best. Reasons for variation include experimentation with different theories, and to throw an opponent off-balance, for example, by forcing an invasion *not* at Salerno, where many Allied players are most comfortable.

On the Allied side, there are many considerations influencing the choice of an invasion site:

A. Opposition from German initial setup. In the table below it is presumed that 16th pz. is *not* present in each zone rated.

B. Available defensive positions against German counterattack. In the first several turns, the Allies may be more concerned with protecting their ports, and building-up, than in attacking.

C. Fast link-up with the South Ends.

D. IL, BU, and Capacity. One would presume that an invasion must immediately capture a port, as beachhead capacity is so limited, but this is not necessarily so. An invasion without opening a port, for example at the Mondragone zone, or at Termoli, if 16th pz. garrisons the port city, is risky and difficult, but not impossible.

E. Distance north: an initial Allied lodgement north of the usually sure-thing Salerno zone is a giant step towards winning the game.

F. Nearby presence of victory points which otherwise would require a second invasion to capture. Another disadvantage of Salerno, for example, is that the Allies will usually capture it fairly soon, anyway.

Here is how each of the six possible sites rate, using a scale of 1 for Good, 2—Acceptable, 3—Bad, and 5—Unacceptable.

	A	B	C	D	E	F	Total
1. Termoli	1	1	2	1	2	2	9
2. Salerno	1	1	1	1	3	3	10
3. Terracina	2	2	3	1	1	1	10
4. Mondragone	2	3	3	3	2	1	14
5. Pescara	1	5	5	2	1	1	15
6. Napoli	3	5	2	1	2	2	15

This is obviously a crude rating, but from it one can draw the correct conclusion that Termoli, Salerno, and Terracina are to be greatly preferred over the other three zones.

Particularly with the new wider Taranto entry, an invasion at Mondragone is not to be discarded entirely, but unless the Allies quickly capture and open Napoli, the Germans still can seal off the South End, and then take advantage of Mondragone's restricted Capacity at their convenience.

As for Pescara, the zone is so small (only two hexes), that the only hope would be for a sluggish German reaction.

The same comments apply to Napoli.

Putting HG and NW at Vesuvio can make Salerno less attractive under points A and B, but at the cost of weakening the counterattack against Termoli, thus making that zone more attractive.

For the ambitious and confident Allied player, it comes down to a choice between Termoli or Terracina. The panzer division can protect one, but not both. An invasion at these sites usually looks something like figure 2.

This being the Basic Game, one may ask how the Allies get to the hill overlooking the Liri River and Route 6, since it represents a move inland of 4MP, with only 3 permitted. The answer is to "bounce-off" 15th pg. at Formia, with a 1-4 attack. The permitted 2 hex retreat enables the Allies to reach J50. If this type of forward retreat troubles you, there are rules in the Advanced Game preventing it. The basic version of ANZIO is designed to stress playability even at the cost of realism, and as one advances through the rules, the reverse becomes true.

Which units to station at each position? Some answers are obvious. For example, the rather tricky attack explained above will probably be a "voluntary" 1-4. That is, an attack at true odds better than 1-4, taken voluntarily at 1-4 to ensure retreat. It should definitely include two divisions and two brigades or regiments. The former will retreat to J50; the latter will take the losses, and perhaps





evacuate. In the event of a die roll six, the Allies may prefer to destroy the two brigades rather than weaken J50.

The strength which the Allies will put at each other perimeter hex depends on German dispositions. For example, if 16th pz. can't reach it, V42 can be held by a brigade. If 16th pz. can reach it, then the hex should be held by 3 or 6 defense factors. Why not something else? Leaving 1 or 2 against the 5 attack factor panzer division is too weak. Leaving 4 or 5 yields a 1-1 attack, but so would 3 defense factors, so better to use the extra factor or two elsewhere. Against 6DF, the panzer division has a 1-2. In order to do better, the Allies would have to leave more than 10DF, which they can't spare. Therefore, 3 or 6 it is.

The same sort of analysis can be used at each position along the perimeter. Allied Initial Lift is limited, and wasting factors in the manner explained above can lose the game to a German counterattack before it is hardly begun.

I do not want to give the impression that an invasion at Salerno is sure to fail for the Allies. It is worth considering against a clever and aggressive foe who has pushed you back into the sea further north.

ANZIO, the game, can accurately parallel history in September, 1943. Particularly if the Allied player has been careless or overly bold in his initial dispositions, the Germans have the same decent chance of crushing the initial invasion which they had historically.

ANZIO is very much a game of pacing. Particularly in the Basic Game, the difference at the end may be one or two hexes, or combat factors. That edge may be traceable to incorrect pacing in early turns. What is required is a fine sense of just how fast to push. There are moments when both sides must decide whether to ease off for a turn or two, to rebuild, or to press the attack even with depleted units. Hold an exposed river line one more turn, or pull back to protect the flanks? These are decisions that can only be weighed in the context of each turn.

If the game is developing as it often does, the Allies will try to link-up as soon as possible, and the Germans will try to delay them. Until the link-up, the Germans have interior lines, and can allocate their forces more efficiently.

However, a situation can develop in which the Allies prefer *not* to press for a link-up. A German front which divides the Allied beachhead from the units entering from Taranto and Messina, is bound to be a long one. The Allied player may decide to invade with the Germans still strung-out, a somewhat risky gamble that can pay off.

By November or December, the Allies usually are up against the Gustav Line, which runs along the Rapido and Sangro Rivers (see map), and the difficult terrain between them. This gives the Allies four of the five points they need under the 1943 victory conditions: Napoli, Foggia, Salerno, and Termoli. The fifth and deciding point may be within reach of a frontal assault: Cassino or Pescara. Alternatively, a second invasion in 1943 may be needed, if the fifth point is to be Anzio, Roma or Terracina.

This discussion presumes that the game is played under rule 7—"Two Games in One", which is by far the more interesting way to do it.

This presents an interesting decision for the Allies:

1) Invade in December, but not north of Roma. This helps a 1943 win, but hurts chances for the second decision, 1944.

2) Invade anywhere in January, or retain the invasion weapon for use at the end of the game. Of course, this favors the 1944 win at the expense of 1943.

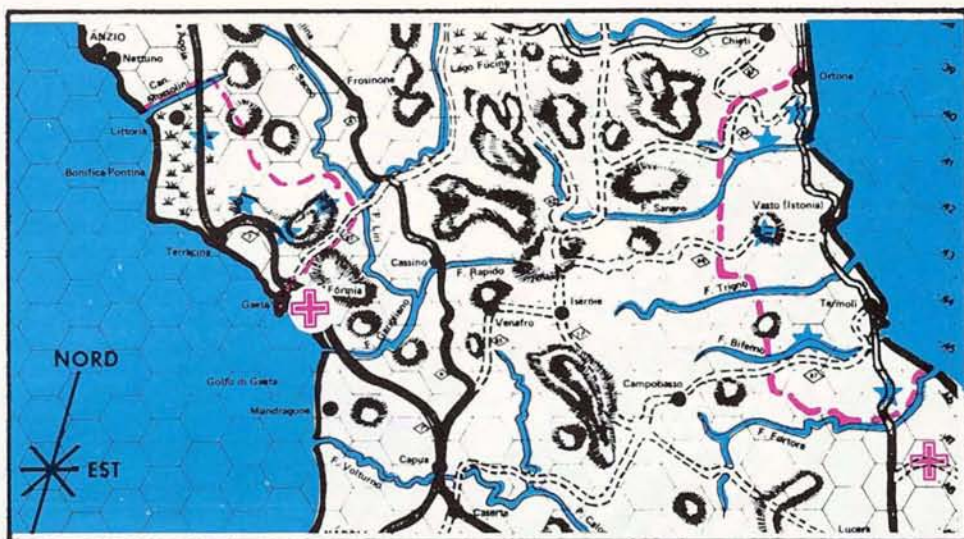


Figure 2: J50 is the easternmost Allied occupied hex in the Terracina beachhead. U42 is the northernmost occupied hex in Termoli.

During those turns when the Allies are able to invade, the German front-line is depleted by the units withdrawn to guard the coast, particularly if they must guard the *entire* coast north of the front. For example, if the Germans are holding in the Gustav Line when the game enters 1944, they would need the equivalent of at least a half-dozen divisions to hold key points along the coast. This could equal 1/3 of their OOB—perhaps 20 of the 60 steps they are likely to have available. This is an incentive to the Allies to invade as late as possible, because while the German front is so weakened, they can hammer it more effectively.

Of course, the Allies must also withdraw units to the ports, to position them as an invasion threat, but that can usually be accomplished with units taking replacements, or not needed at the front. Even a partial invasion threat requires a German defense.

For this reason, the British 3-4-12 divisions, and the British and US regiments and brigades become the ideal units to take casualties during the invasion period. While rebuilding, they pose an invasion threat. Don't take casualties in non-US/British units at this time, because they can't invade, therefore when pulled back to rebuild, they are useless.

The Germans can defend against a second invasion in several ways:

1) Not at all, except for areas just behind the front, which must be protected to prevent encirclement, and possible automatic victory. The theory here is an old one: "He who defends everything, defends nothing." The Germans may prefer to hold the front strongly, conceding the initial landing to the Allies, reasoning that the second invasion is bound to succeed. I wouldn't call this idea absolutely futile, but I don't have the nerve to try it, myself!

The need to protect the immediate rear from the sea can pose a problem for the Germans. Usually, weak units are enough to seal off a short zone against the Allies. However, if the Allies manage to make the strong unit holding the front retreat, they can have good second combat chances against the weak units just behind them.

One place the Germans are obliged to defend is Genova. When I designed the Anzio Basic Game, I wanted to prevent the Germans from stripping their front on the final turn, in order to concentrate for an unrealistic last-gasp counter-attack, that might win the game. In other words, the Germans had to end the game with a "front-line" intact on the map-board.

The concept of the "front" is not easily defined. Is it a front such as that at Verdun in WWI, where it is clear exactly who controls each square yard, or a front such as that Southwest of Astrakhan in the Fall of 1942, held by weak reconnaissance units, or not at all. There is an explicit definition of the end-game front in ANZIO, but it is sometimes overlooked. If the Allies can trace a line free of German units, or their zones of control, from an operating Allied port, off the German/Northwest, North, or Northeast edge of the mapboard, that represents a hole in the German front line. This means that if the Allies can capture and retain a port free of German zoc at Genova, they have, in game terms, broken the German front off the Northwest corner of the board.

Many wargames have "flat earth" effects: you bump up against the edge of the world. This can lead to anomalous rules, and some consider this rule as such. If so, it is very easily remedied. The Germans should devote two defense factors to filling the two-hex wide Genova zone, and the problem is solved! Few would argue that such a garrison for a port of Genova's importance is unrealistic.

2) Another German strategy is to form a central reserve to counterattack the second invasion, rather than string divisions out along the coast, thereby losing the ability to counterattack in force. Fireze would be a good point for such a reserve. From there, it could reach Rimini, as well as the zones on the west coast.

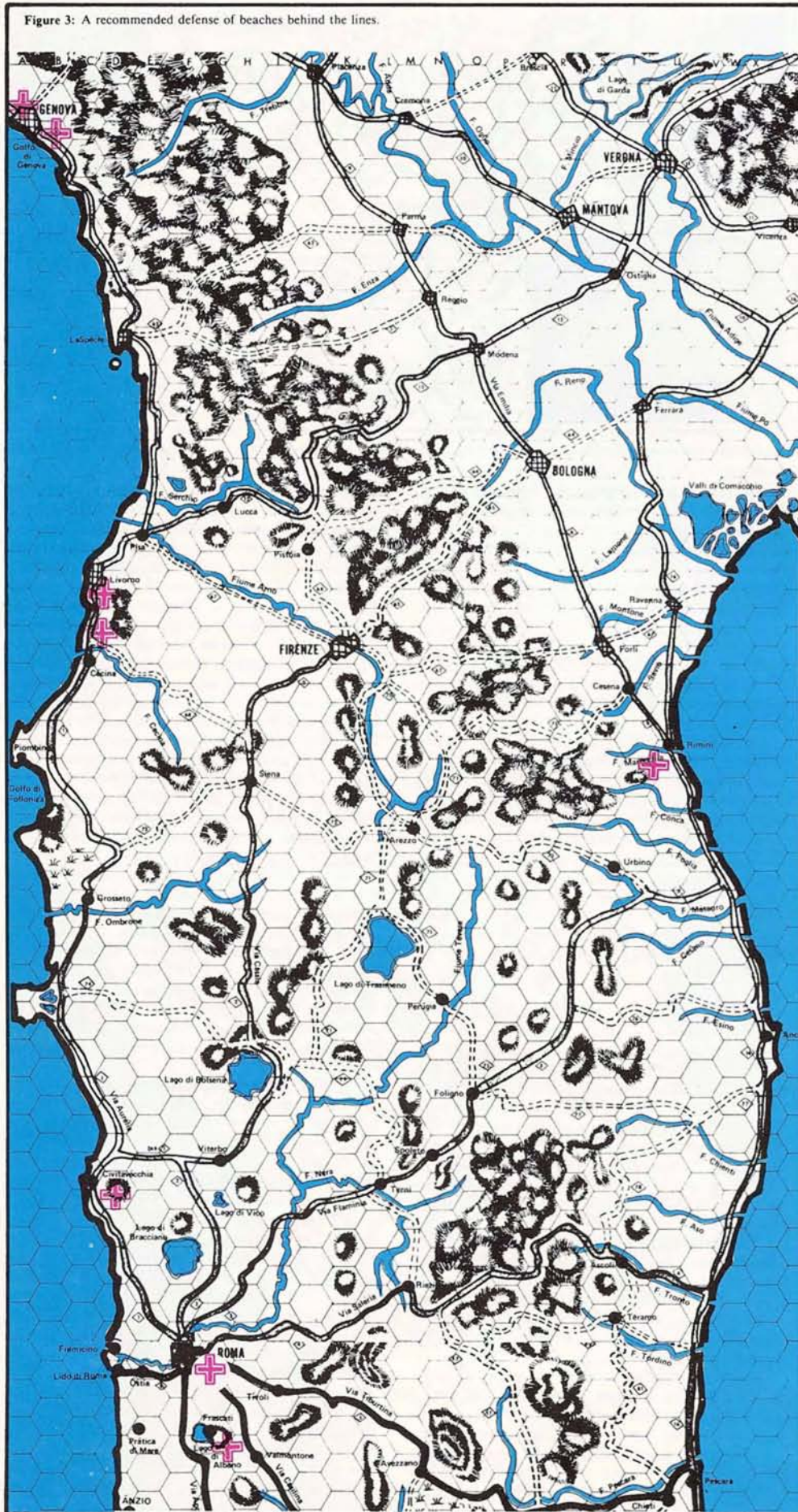
3) The most common strategy is to seal off the more important of the short zones, and to hold key points to the rear of the zones too long to seal off (see Figure 3), for example:

- The hill just behind Rimini.
- The hills behind Livorno, and Cecina.
- And that overlooking Civitavecchia.
- The Frascati hill, and Rome hex G44, doubled against an attack from the sea.

Even if the Germans are unable to hold these positions strongly enough to prevent an Allied attack at 3-1, to make such an attack, the Allies will have to weaken their beachhead flanks, because of the second invasion Initial Lift restriction.

4) Several of the victory point cities are ports. Unless an Allied invasion would open an overland link between such a port, and the Allied main front, the port would not be in supply the invasion turn (port not yet operating). For example, the Allies could capture Anzio December IV, and yet not use it as a victory point under the 1943 conditions, if the operating port which would put Anzio in supply was not open until January 1.

Figure 3: A recommended defense of beaches behind the lines.



Therefore, a last-moment Allied invasion, whether in December, 1943, or June, 1944, must probably come on the penultimate turn, if it is to succeed.

A useful German strategy against such an invasion is to hold just the invasion ports: a "forward" strategy. First the Germans should calculate the attack factors which the Allies can include in an invasion force. Then, they station right at Anzio, Livorno, or appropriate other ports, a unit strong enough to ensure that the Allies can't get a 3-1 attack, or 2-1, if the Germans can afford it.

Of course, the Allies may still invade, taking a chance on a 2-1 or a 1-1, and also taking a chance on bunching up their forces, with a bad die roll spelling disaster.

Holding Frascati against an invasion the third week of December is fine for mounting a counter-attack which might retake Anzio January 1 or 2, but by then the 1943 game might have been lost.

At the time of the second invasion, the Germans should have on the board all nine ersatz units, because they are indispensable for invasion protection. This means a loss of strength along the main front, because some German units regain more than one factor by rebuilding one step, but the flexibility of having numerous units is worth the sacrifice. Then when the invasion comes, the ersatz units can quickly be used to rebuild weakened combat units.

If the Allies are obliged to invade in December, to win the first part of the game, such an invasion is almost sure to be at Roma. Terracina and Pescara will have been sealed off. This presents the Germans with an interesting choice:

1) Contain the invasion. This will recreate the historical two-front situation, and eventually the Allies will be able to link-up. Nonetheless, if German losses are kept low, they still have a 1/3 chance to win (a fraction which should be understood as just an illustrative, not exact, probability).

2) Crush the invasion. The Allies still have perhaps a 1/4 chance to win, if their second invasion in the December/January invasion is repulsed, if they don't lose too many units. They still have a long time to go, and as the chart shows, the balance of force becomes increasingly favorable to the Allies.

Nonetheless, if the Germans can crush the second invasion, there is no question but what their chance of victory rises to at least 3/4. Therefore, this is an attractive and feasible German option. If it fails, they may have weakened themselves disastrously.

The Allies may decide not to invade until 1944. Perhaps they can win in 1943 without it, or they believe a 1943 win is impossible, and want to improve their 1944 chances with an invasion then.

If the invasion is postponed to 1944, the first question for the Allies is when, January or June? It is easily resolved. If the Allies invaded at Salerno or Termoli, and are still south of the Gustav Line, then they need to invade in January. If, however, they first invaded at Terracina, or have already broken the Gustav Line, then they have pushed the Germans back from their best defensive position, and probably will be better served by waiting until June.

Regardless of when the Allies intend to invade, they should always have an invasion force in position.

A January invasion will have these zones to choose from: Roma, Civitavecchia, Grosseto, Cecina, Livorno, and Rimini. Terracina, Genova, and Pescara are deleted, because the Germans should shut them off. Grosseto and Cecina could also be shut off, but the Germans would be wiser to use the four defense factors this would require, elsewhere.

Here are some of the factors to weigh when comparing these zones:

- A. Ease of German defense.
- B. Available defensive positions against German counterattack, presuming the initial German defense is not prohibitive.
- C. Fast link-up with the main front.
- D. IL, BU, and Capacity.
- E. Distance north.
- F. Nearby presence of victory points.

The same point comparison is used as in the chart comparing September invasion sites:

	A	B	C	D	E	F	Total
1. Roma	2	2	1	1	2	3	11
2. Livorno	3	3	3	1	1	1	12
3. Rimini	3	2	3	2	1	1	12
4. Civitavecchia	3	3	2	1	1	3	13
5. Cecina	3	3	3	2	1	2	14
6. Grosseto	3	3	3	3	1	2	15

Against a January second invasion North of Roma, the Germans have no choice: they must crush it. A Roma invasion, if the line of the Tiber River can be held, still permits the Germans to draw a relatively short line across the peninsula, helped greatly by the very difficult terrain across much of Italy at this point. If an invasion north of Roma can be made to stick, the German line becomes so long that I believe their cause is lost.

A June invasion poses a different problem. Its objective is not attrition, but rather a last-minute grab of one of the victory cities. For a 1944 win, the Allies must take six of these nine points:

1) Napoli, Cassino, and Pescara can be taken by January or February, at the latest, without a second invasion.

2) Somewhat later in 1944, Roma should also fall, even without a second invasion.

3) This leaves just two more points needed. Livorno or Rimini are vulnerable to invasion, and when the Germans plan their invasion defense, they should remember the extra importance of these points. Perugia is very likely to be at, or near, the final front line, even if the second invasion was at Roma. The last two points, Ancona and Firenze, are likely to fall to the Allies only when they have done so well they no longer need them.

So the key points over which the 1944 game will be decided are Livorno, Rimini, and Perugia.

There are several tactical points to remember during the struggle up the peninsula:

1) The Germans should keep up-to-date a chart showing the maximum Allied attack potential per hex. If they wish to be really accurate, they should also note not only available combat factors, but whether their movement factor permits them to reach the defensive point under consideration.

Most Allied units have one attack factor per stacking point, at full-strength. A few have more than one. By keeping track of maximum Allied attack potential, the Germans avoid wasting defense factors.

For example, suppose that the maximum number of factors which the Allies can bring to bear on a hex is 28, and the Germans wish to prevent them from getting better than a 1-1. They would place 8DF at the hex, equalling 16, presuming it is doubled. One less factor would permit a 2-1, but the Germans would have to add no less than 7 factors to prevent a 1-1. If the Germans place between 8 and 14 factors on the hex, the excess over 8 is wasted, because it does not change the Allies attack potential.

2) On the Allied side, those units with attack factors in excess of stacking factors should be kept at full strength, when possible. Ideal for use in taking losses are, first, brigades and regiments, with one step reduction to inverted-counter status. Then,

divisions which step down to 2 or 3 defense factors, as these can be shifted to defensive sectors of the line.

Where the line runs along a river, the Germans will have to defend the entire line, but the Allies can let the river do the work. Why should the Germans stick their nose across it? It would mean inviting a counterattack, perhaps at undoubted odds, for no significant gain.

3) Another tactical question is just where along the German line the Allies should attack. Unless there are other considerations of importance, preference should be given to the northern section. Often, the German line does not cut straight across the peninsula, but instead forms a loop. For example, the most northerly part might be near Roma, but taking advantage of the difficult terrain in the center of the peninsula, the line might have its southern anchor near Termoli. This is just one example.

Against this sort of line, better a 1-2 near Roma, than a 2-1 near Termoli. Pushing the line back near Termoli, in this example, really does the Germans a favor, by wasting a turn, and shortening their front. Pushing the line back at Roma lengthens their front, and will eventually force them back at Termoli, too, just as effectively as a frontal attack.

The other side of the coin is that when the Germans plan their defense, they should not seek to put even strength all along the front. In some places allowing a 3-1 is a strong enough defense, because the attack gains little. In other places, allowing a 1-1 is dangerous.

For example, against a Termoli invasion, the Germans should try not to permit a 1-1 attack at the Sangro River south of Ortona. On the opposite flank, they can afford to permit a 2-1 or even a 3-1 attack south across the Fortore, because they are going to evacuate Foggia, anyway.

Gustav Line is also playable with the Supplementary Rules. The comments above are valid for that game version, too.

The only major difference is that even more emphasis rests on the success or failure of the Allied second invasion, which is much more likely to occur in December or January. The Air Strike in the Spring of 1944 is the reason. During the Strike, it benefits the Allies to have as long a front as possible. They will be able to attack every defensive position at favorable odds. The more attacks they make, the better. For this reason, establishing an enclave behind German Lines before the Strike is a big bonus for the Allies.

### The "Shingle" scenario

Many of the comments about the Gustav Line game apply also to the Basic Game version of Operation Shingle, since it amounts to the 1944 portion of Gustav Line.

Because the Germans start the game with certain OOB restrictions, one might presume that the Allies must invade January 1, to take advantage of those restrictions. This isn't necessarily the case.

The Germans start with 62 steps, the Allies 85. The Germans should definitely take advantage of the rule permitting them to deploy four ersatz counters and four units behind their lines, a total of perhaps sixteen steps, equal to about 1/4 of their strength. January II they could change this proportion, but they don't have the strength to take much more away from the front. On the other hand, they probably can't afford to defend the rear with less. Given these constraints on German dispositions, the Allies can consider delaying their second invasion to a later turn.

Digressing briefly, some wargamers with whom I have exchanged impressions of ANZIO regard the restricted number of invasions and air strikes as unrealistic. Why should the Germans be able to

"relax" after an invasion or an air strike? Why shouldn't the Allies be able to employ either or both more frequently, perhaps as often as they wish? The reason is that the resources necessary to mount an invasion or an air strike in Italy were not free. These scarce resources were urgently required elsewhere. In fact, the invasion capability more nearly represents the balance between what the Germans *thought* it was, and the much inferior reality.

Returning to Shingle, unless the Allies make unusual progress in January, they probably will have to invade by the last week of that month. Because the Germans start the game in a solid defensive position, the Allies probably can't afford the luxury of a June invasion.

This is all the more true if all of the Supplementary Rules are used, because the Germans start in a fort line. The Allies can bang away at it throughout January, but they had better invade before the Spring Air Strike, not after.

### Advanced Game "B"

I have been playing Advanced Anzio steadily for a decade. The only consistent feature of these games has been that no two have been closely similar. It has been uncanny how many obscure corners of the map have been the scene of crucial battles. Particularly with the multiple options of the revised versions of the game, possible combinations are quite varied. For this reason, it is hard to generalize about the Advanced game.

Both sides have several options to choose from. Keeping these secret adds a lot of interest to the game. If the Allies choose their maximum reinforcement option, particularly in secret, it provides them with a very potent weapon, despite the harsher victory conditions. Most of the units withdrawn from Italy went to France, particularly the invasion of southern France. The impact these units have on the game adds credence to those who argued that they should have been left in Italy. This is especially true of the four paratroop units withdrawn.

Therefore, I can only recommend use of this option against a very able German player. Even the ablest German player will find that if he has chosen the Standard OOB, it is likely to just melt away against the Allied Reinforcement option. Most players consider that the Reinforced German OOB is the best alternative among the four the Germans can choose, and this is probably true. Nonetheless, for those who enjoy playing a careful, meticulous defense, the Standard (weakest) OOB is a very interesting challenge.

At the opposite extreme, the Maximum (strongest) OOB is a nice change of pace for a German player who wants to attack. It is to be recommended only in three circumstances:

1) When trying for a quick victory in 1943. As 1943 is excluded from the game version under discussion, this does not apply.

2) When the German player guesses that the Allies will choose their strongest OOB. The strongest OOBs on both sides make an interesting combination.

3) When the Germans plan to cut the game short by selecting their own panzer-retention option. This permits the Germans to retain the two SS pz. divisions normally withdrawn, and brings the game to an end March IV, 1944. Given the location at the start of Advanced Game "B", the Germans would only pick this "all-out" option, if they plan to go over to the offensive!

In the absence of the above three circumstances, the most advantageous OOB option for the Germans is the Reinforced.

## Caesar Line

Omitted from these notes is a discussion of strategy and tactics for *Diadem*, which will be the subject of a separate article.

*Caesar Line* is playable only with the Advanced rules, and can be played either as one game, May II, 1944, to the end point fixed by the options available, or as two games in one, May-June (*Diadem*), continuing to the end.

The second alternative is considerably more interesting, for the same reason that it is more interesting to play the September 1943-June 1944 game as two-in-one.

A parallel may be drawn with *RUSSIAN CAMPAIGN*. At the end of a scenario, both sides are tempted to "burn out" their armies, because they know the campaign is not going to continue. To overcome this, I like to play mid-campaign *RUSSIAN CAMPAIGN* scenarios with a die rolled at the end, to see if the game is over, or whether one continues to the next scenario, and so on. This discourages both sides from "no tomorrow" strategies on the last turn.

Similarly, if two games are at stake in playing *Caesar Line*, both sides must push during the six-turn *Diadem* period, but not so hard that their chances for the second win are thrown away.

NOTE: Those wishing to update their original '69 version of *ANZIO* may do so by purchasing the following parts: rules (\$2), playing aids (\$1.50), and counters (\$3, optional). Add 10% for postage and handling. MD residents add 5% state sales tax.

## AREA TOP 45

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	9	SJP2566	1
2.	W. Dobson	11	RJO2386	2
3.	D. Cornell	11	OHK2175	3
4.	R. Chiang	17	GHN2153	4
5.	T. Oleson	18	QQX2083	5
6.	D. Garbutt	7	DFJ2043	6
7.	F. Freeman	2	DDD2033	8
8.	D. Burdick	9	DDJ2013	7
9.	P. Siragusa	2	CEF2012	11
10.	P. Kemp	2	DDG1999	9
11.	P. Huffman	12	EEF1978	10
12.	D. Barker	16	FGL1930	13
13.	L. Newbury	11	EGK1929	14
14.	S. Packwood	16	HHL1928	15
15.	J. Zajicek	12	GIP1920	12
16.	J. Sunde	10	IIN1878	17
17.	J. Angiolillo	11	DGI1871	16
18.	J. Kreuz	5	EFI1838	19
19.	R. Leach, Jr.	11	FIM1832	18
20.	N. Markevich	1	CDE1825	—
21.	F. Preissle	6	HJS1796	23
22.	R. Wood	15	IIR1762	27
23.	L. Kelly	2	RSZ1748	31
24.	S. Heinowski	16	DFJ1746	21
25.	F. Small	9	EFH1735	22
26.	P. Dobson	7	DEF1718	26
27.	D. Greenwood	10	DEG1711	24
28.	N. Cromartie	5	EFL1710	20
29.	T. Slafka	4	EFK1706	28
30.	K. Blanch	11	EFH1703	25
31.	W. Letzin	5	CDF1703	29
32.	T. Baruth	5	CDF1693	30
33.	F. Sebastian	4	EKG1689	35
34.	B. Haden	2	HIN1681	38
35.	D. Munsell	4	ECH1681	32
36.	W. Scott, Jr.	5	EKE1674	37
37.	S. Martin	2	CFH1673	36
38.	W. Knapp	3	JGP1649	33
39.	D. Stephens	2	GHN1646	39
40.	E. Miller	4	EHL1644	42
41.	K. MacDonald	10	DEJ1632	34
42.	P. Carson	2	ECE1625	40
43.	D. Tierney	4	DDJ1611	43
44.	J. Kenower	4	CEF1605	44
45.	J. Uram	1	CED1605	—

## DESIGN ANALYSIS



## ANZIO DESIGNER'S NOTES

By Tom Oleson

Nowadays the designer-developer team is common in wargaming. I don't know when this approach was first used, but perhaps my efforts in refining designer Dave Williams' 1969 first edition of *ANZIO*, leading to a second edition in 1974, and now a 3rd edition, were a pioneering example of wargame development.

When I first started playing *ANZIO* 1969, I loved the clever mechanics and colorful graphics, but hated the endless rules ambiguities, and the stingy play-aids. To try to clear up the rules, I began what became virtually a book-length correspondence with the Avalon Hill judge. I really appreciated his patience, but his lack of playing experience with *ANZIO* confined him to a strictly literal approach to the rules, which I felt hurt the spirit of the game.

This issue of *THE GENERAL* could be filled with his replies to my queries, but I'll just give three examples of quirks in the 1969 rules, to give the idea:

1. The "Battle Manual" discusses the two permitted types of "Allied Amphibious Transfer", stating that "In all cases turns end in Naples, Sicily, or the dead pile." I pointed out to the judge that the Allies invaded at Salerno, and then at Anzio, so wouldn't transfer between these two ports be possible in the game, if both were open? The reply was no: the rules clearly state that all amphibious transfers end in Naples, Sicily, or the dead pile. Not only does this forbid a transfer between Salerno and Anzio, but even from Naples to Anzio.

2. Another rule with bizarre consequences said that "(non-British and US) Allied units can only enter the game through Naples (when captured) or the South End options." Games occurred in which the Allies invaded distant from Naples: Termoli, Terracina, or Rome, for example. Even though reinforcements were urgently needed, they were forbidden to bring in strong divisions such as the New Zealand, or the Canadian first infantry. Another Dunkirk might result, with strong reinforcements idle in Sicily.

3. Except for 1914, the CRTs of games prior to *ANZIO* made no provision for partial losses. A unit might be destroyed entirely on turn one, or finish a long game unscathed.

The step-reduction system changed all that. In *ANZIO*, units may lose part of their combat strength, and then may recover it by pulling out of the front line to absorb replacements in steps. At least that's the way it should work, but here again, the 1969 rules contained loopholes permitting this excellent system to be thwarted. Under "Replacements", it said that "German replacements do have defense factors, and may enter combat." Question: but they do *not* have attack factors. May they defend, and attack? "Allied replacements have no combat factor and are eliminated like inverted counters." Question: does this mean they can enter combat, and take losses?

Replacements in the 1969 game had zero stacking value. In a typical turn, there might only be a few attacks. With six Allied and nine German

replacements available in the O.O.B., able to stack freely, clever players quickly realized that it was much more convenient to use these units directly in combat, removing them as losses, leaving the combat units untouched. In this way, the need to withdraw and refit units could nearly be avoided. Raw recruits, not even incorporated in combat formations, became the "shock troops", first to take casualties in any combat.

In my opinion, this was a complete perversion of the purpose of the step-reduction system.

There were two basic ways to play *ANZIO* 1969: unit elimination, using the old-style CRT, or step-reduction. The former seemed to me an unsatisfactory concession to those to whom the step-reduction system would be unfamiliar, and it was not popular. I eliminated it, and as a replacement, devised a new Basic Game which did use step-reduction, but with all possible complications eliminated. In correspondence with Don Greenwood during the revision he told me that he liked the basic design, but not the length or complexity of the step-reduction version. Don is one of many able gamers who just don't care for a lot of fuss. The Basic Game of *ANZIO* 1974 is designed with them in mind, and also as the initial step of several leading to the "all-out" Advanced Game.

Thanks to Dave Williams' clever underlying concepts, the 1974 Basic Game can develop in very interesting and novel ways, particularly for a short game, with a simple O.O.B.

Another facet of *ANZIO* 1969 that I disliked was the importance of the luck factor. It has been my experience that when strangers to wargaming see the die brought out, their estimation of the seriousness of the hobby drops about 50%. Most wargamers accept the validity of the luck factor, but recurring experiments such as matrix CRTs attest to the preference of many to minimize the importance of luck.

Initial German reaction to the September 1943 invasion was determined by a series of die rolls, conditioned on the threat posed by the Allied invasion. Pete Menconi, editor of the magazine of the oldest wargaming club, AHKS, vividly described this to me as "the Hitler pucker factor". The trouble was, one could never predict just how much Adolf would pucker! A Rome invasion was considered very threatening, so the chance of a strong reaction was high, but *not* certain. I can recall games in which the Allies invaded at Rome, but the German reaction was minimal, and conversely, where they invaded in "remote" Termoli, but the German reaction was crushing. German replacements were also subject to a die-roll. That was easy to change, but changing the O.O.B. reactions led to a complete revision of the victory conditions.

After the revised edition came out, I continued to do research on the campaign. I also received many valuable suggestions from others. Don Burdick, probably the best *ANZIO* player around, was particularly helpful in pointing out further

refinements. I should also thank Fred Helfferich, now editor of *Fire & Movement* magazine, for historical insights, as well as pointed but constructive rules criticism.

All of this resulted in my periodically publishing an addendum, which served as an errata sheet, a compilation of new variant rules, and included a revised SRT. This latter was inspired by Oktay Oztunali's fervent distaste for losing six steps in a 2-1 attack near Cassino, using the standard SRT!

When the opportunity to revise *ANZIO* again arose, I wanted to incorporate much of the addendum, as well as some new refinements.

Refinement is almost a dirty word in parts of the wargaming world these days, but not to Avalon Hill. Avalon Hill has encouraged refinement of a number of their games, and I believe they deserve our thanks for this policy. Take *D-DAY*, for example: I believe they'd profit more by retaining unchanged the old edition, and publishing the revised rules disguised as an entirely new game: "Hit the Beaches!", or some such. Selling old wine in new bottles is a marketing technique not unknown in the wargaming hobby. Instead, Avalon Hill makes available improved rules at a modest price.

*ANZIO* 1978 is very much closer to the 1974 edition, than 1974 was to 1969, but there are important changes. All errata have been incorporated, although undoubtedly new errata will spring up! I really doubt it's possible to write rules clear to all. Here are two examples of confusion stemming from the 1974 rules:

1. "To show that a port . . . is operating, put a port counter on the port hex, or at sea (nearby)"; later, it's explained under what circumstances a German unit, or its zone of control, could destroy a port counter.

It was pointed out to me that if the port counter was placed out to sea, the Germans couldn't reach it! It never occurred to me that anyone wouldn't realize the symbolic nature of the port counter. For the sake of convenience, it might be at sea, but the port was still on land!

2. The Fundamental Rules state that "All MPs are expended, no other movement is possible in that movement phase.", when crossing a High Apennine hexside. This seemed clear to me. Nonetheless, more than one gamer presumed that this meant all *remaining* MPs, that is, a unit could use  $1\frac{1}{2}$  of its 12 MPs, and then use all *remaining* MPs to cross a High Apennine hexside. Of course, this would've made such a hexside one of the easiest to cross, not the hardest. Nonetheless, I believe that if intelligent wargamers are confused, it is the rules-writer who is wrong, not them.

One of the big problems I find in rules writing is the extent to which one should restate that specific instances must obey general rules. For some years I was judge of the AHKS club. A dispute arose over a *BULGE* game, because the advanced rules state that armor may withdraw from engagements. One player had an armored unit completely surrounded by the enemy, resulting from a combat with an "engaged" result. He felt that the rules permitted him to withdraw, Superman style: "Up, up, and awaaaay!". No doubt it seemed redundant to the *BULGE* designer to reiterate that armor could withdraw, if it were feasible under standard movement rules. It was presumed that the players would realize that: a necessary presumption, if rules are to be kept to reasonable length, but one that can lead to confusion.

Some of the new revisions seem minor, but are important. For example, at the end of your turn, you may voluntarily destroy any of your units. This prevents the enemy from attacking a weak unit left in a vulnerable spot, possibly generating extra

"breakthrough" movement. In an early review of the 1969 version, it was mentioned that just such weak units could serve as "accelerators".

The most important change concerns the controversial South Ends. The 1969 rules don't specify what happens if the Germans seal off the board edges leading to the heel (Taranto), or the toe (Messina). Perhaps it was presumed that they would always pull back.

Some players felt that Allied units should be allowed to attack from ordinarily non-playable board edge hexes, or to enter attacking directly into German zone of control. I was against this, for two reasons:

1. It set up a "privileged sanctuary" (the South Ends), from which the Allies could sally forth to attack, but the Germans could not follow.

2. Several Anziophiles have drawn up maps to complete the South End, with rules for their use. I have played many games using these additions to complete the map. I knew from that experience that playing with a complete map was easier for the Germans than sealing off the South Ends! They had a good chance to retake Taranto, and could defend much further down on the toe with two or three weak units. The effect was more easily duplicated by permitting them to "seal off" the South Ends.

It should be remembered that in September, 1943, Hitler was resigned to the loss of southern Italy. Only token rear-guards were in the far south. This led to the ease with which the Allies crossed to the toe, and seized Taranto. Had the Germans wanted to make the commitment, they could have done more. Kesselring showed Hitler that the front in Italy could be stabilized quite far south.

In the game, most German players are much more interested in defending the far south, and it works out better than it would have, historically. It is always hard in war games to simulate *intentions*. It wasn't the German intention to hold the toe and heel as more than a delaying action, but the intention of the player may differ. This can lead to an unhistorically stubborn German defense in the far South.

To resolve this problem, I have widened the Taranto entry area to where it geographically belonged from the start: hex Y46. The result is that the opening moves in the south are more likely to develop as they historically did, but without completely dictating the strategy and tactics available to the German player.

In order to not make a Termoli invasion too attractive due to this change, the option to deploy the First Paratroop division from Y48-Y54 was included. My playtesting experience leads me to believe these changes improve the game.

Some German divisions in *ANZIO* can break down into two or three regiments, which can later recombine into divisional form. The 1969 rules suggest that this process should not be permitted during the entire game, but it was left to the players to decide when the Germans have "too few units". German player: "I'll need those regiments in December of '43, that's obvious." Allied player: "Not really—I had in mind December of '44!". This was perhaps the vaguest point in the 1969 rules. The 1974 rules precisely govern use of these counters, and the 1978 rules further refine the circumstances under which they can be exchanged.

Another example of further refinement in succeeding editions concerns armor. The 1969 rules state that Allied armor attacking through rough terrain, High Apennine, or swamp hexsides, loses one attack factor. How about armored infantry? Armored engineers? Why not German armor?

This last point was particularly sticky. In game terms, German armor is more of a distinct class vis-a-vis other German units than is Allied armor, because there are German armor replacements,

while Allied replacements can be used for any unit. I had also decided in the 1974 edition to grant German armor the same one-hex movement bonus available to Allied armor under certain conditions. So in game terms, it made sense to treat German and Allied armor alike. But in historical terms, there wasn't much armor in these "armored" divisions, particularly in the late stages of the campaign. Fred Helfferich, who was with the 26th panzer division in Italy, confirmed this. He then added that the Tiger and Panther battalions *should* be treated as armor. The last thing I wanted was yet another class of unit: German armor (not really armor), and German armor (really armor).

After considerable thought, I finally decided to treat all armor in the game alike, and the reworked rules are in the latest edition.

The last important change I want to cite here concerns the map. The *ANZIO* map is a beauty. That fact is widely recognized, but functionally, it's inadequate. The worst part is not the hexes that have just a smidgen of river, mountain, or road in them, but hexes containing roads that don't intersect, or roads sheathed in rough terrain, but running through plain terrain. These are features which make movement hard to calculate. A simpler way of approaching these problems is in the appendix of the third edition.

For those already familiar with *ANZIO*, I believe the third edition will be a worthwhile improvement. For those new to it, I believe it's clearer, and more fun, than ever. I will continue to offer a supplement, at cost. Its availability will be announced later in *THE GENERAL*. It will include the optional SRT, any errata pertinent to the 1978 edition, as well as a host of variant rules to the Advanced Game. These have been left out of the rule book, in part because they are experimental, and subject to change based on play experience. As an example, in my continuing search for ways to introduce uncertainty into *ANZIO*, I dreamed up a rule giving the Allies more latitude with their invasions and air strikes. Don Lowry, editor of *Campaign* magazine, has just shown me in a game we are playing that the Allies can use this rule even more devastatingly than I had planned!

Since 1974, I have heard from hundreds of *ANZIO* players. I regret that space doesn't permit me to thank all of them by name for their many useful ideas. Only two of these people expressed a preference for the 1969 edition. Quite a few, however, regretted the deletion of the three mini-games available in the 1969 edition. These focused attention, in a compact form, on parts of the Italian campaign which are covered in the later editions only by the longer and more elaborate versions. This is a valid criticism. Since 1975 I have been developing a number of new scenarios, which may be played using all four versions of the rules. These extend to mid-1944, and focus on the middle sections of the board. These are included elsewhere in this issue along with similar scenarios concerned with northern Italy. When combined with the current edition, *ANZIO* truly offers something for everyone with great freedom of choice in both playing time and complexity.

*ANZIO* is a unique game. Dave Williams' terrain rules, combined with the step-reduction system, and the way in which it affects Automatic Victory and Breakthrough Movement, can lead to battles of startling realism. I'm glad to have had the opportunity to refine and develop these ideas.

# BRITISH VICTORY IN THIRD REICH

by Robert Beyma

*THIRD REICH* is a game that gets played. Players seem to gravitate back to *THIRD REICH* every so often after enjoying many of the newer games. Maybe it is the allure of controlling a world power or it might be the chance to change European history. Much of the attraction lies in its well defined multiple player format. Many players enjoy the intricacies of play required to properly execute grand strategy. A lot of players like the wild and tense situations that more often than not seem to develop in this game.

Many of the interesting situations occurring in *THIRD REICH* are created by someone deviating from history, strategic blunders, or two moves in a row. The proverbial high road to victory in this game, however, follows sound, conservative play with a well timed gamble here and there. (Sounds a lot like the NFL manual on how to get to the Super Bowl, does it not?) The thrust of this article is how to best achieve glory for the British Empire. The British player does not desire to change history too much, winning the war will do just fine.

British play tends to be characterized by caution particularly early in the war. The name of the game is survival. It is quite safe to say that the entire Allied side will collapse if England falls. France is doomed and the Americans do not have any play. Playing Russia is hopeless without a threat in the West. England must be held at all costs!

Most experienced players know that London is the single most important hex on the board. The Axis should never be allowed to get a 1-1 attack against London. This dictates that the British maintain a substantial part of their forces close to home. Players should quickly recognize that the British cannot spread their limited forces and BRPs too thin in 1939-1941. The British are strong enough for a major effort on one front at a time. The question that immediately comes to mind is where do they fight?

Surprise! The British fight the war in France. What, another Dunkirk, he says? No, the idea is to keep the Germans busy in France for as long as possible. Every turn that France is kept in the war improves the chances of British survival and eventual Allied victory. Without a strong BEF France will fall early in 1940. This leaves England fending for herself for far too long and will give the Germans a healthy breathing space to get ready for the Russian Campaign. With a substantial British commitment and competent play there is a good chance of keeping France in the game until the end of 1940 and possibly early 1941.

O.K., one says, this sounds easy but how do the British accomplish this herculean task? The British should deploy a minimum of two armor corps and four infantry corps to France as soon as possible. All four British air units are positioned so that they can cover the critical areas of the front as well as defend London. The British troops are deployed in the key areas of the second line of defense. The French defend up front to absorb the initial German attacks. The strong British units coupled with 20 factors of DAS should cause the Germans some problems with their exploitation attacks.

Figure 1 shows a typical late 1939 Allied defense in the West. The Allies should defend as far East, and away from Paris, as possible. If the Germans commit their armor against Poland on turn 1 the Allies will be able to form a strong line. If the Germans do not grab Luxembourg the French should declare war on and occupy Luxembourg. This will not only push the front one important hex

to the east but will also triple the French behind the river. If the Germans occupy Luxembourg try an attrition option to retake it. The French and British need to be a little bit aggressive. If they passively sit around the Germans will march right to Paris. Some players have even gone as far as invading Belgium. This course of action is not recommended because it could get to be very expensive in terms of BRPs.

Do not get too overconfident—the Germans will breakthrough the Allied line. Keep in mind that the Germans can use their airborne unit to penetrate the second line. Defend the critical areas within the range of the airborne unit more strongly. Figure 2 shows a typical German penetration in the West. There are two ways of going about countering the German penetration. The first one is for the British and French to declare an offensive option and counterattack the German spearheads. There are a lot of good 1-1 attacks against German armor. Each armor unit that the Allies kill means one less armor unit to attack the line next turn. Allied losses can be replaced and back in the line by the end of the turn provided there are sufficient BRPs remaining. The disadvantages are the BRP cost of the offensive options and the losses. Also, no one ever said that a 1-1 was a sure thing. The alternative plan is the attrition option. The Allies should strive to have enough forces available to roll on the 51-60 column or at least the 41-50 column. The attrition option gives the Allies a good chance of retaking a key hex or two and inflicting some German casualties. This option has the advantage of conserving Allied BRPs. The disadvantages are that there is less of a chance of recapturing key hexes and that not too many German armored units will be killed.

The RAF plays a key role in the defense of France. The RAF is held back beyond German counterair range as shown in figure 3. It protects London while also being in position to lend defensive air support (DAS) to the British ground troops. Note that the rules do not permit British air units to fly DAS over French troops.

The RAF can join the French air force in a devastating counterair strike against the Luftwaffe. Figure 3 presents a situation where the British and French can wipe out all 12 air units in one turn. Wait

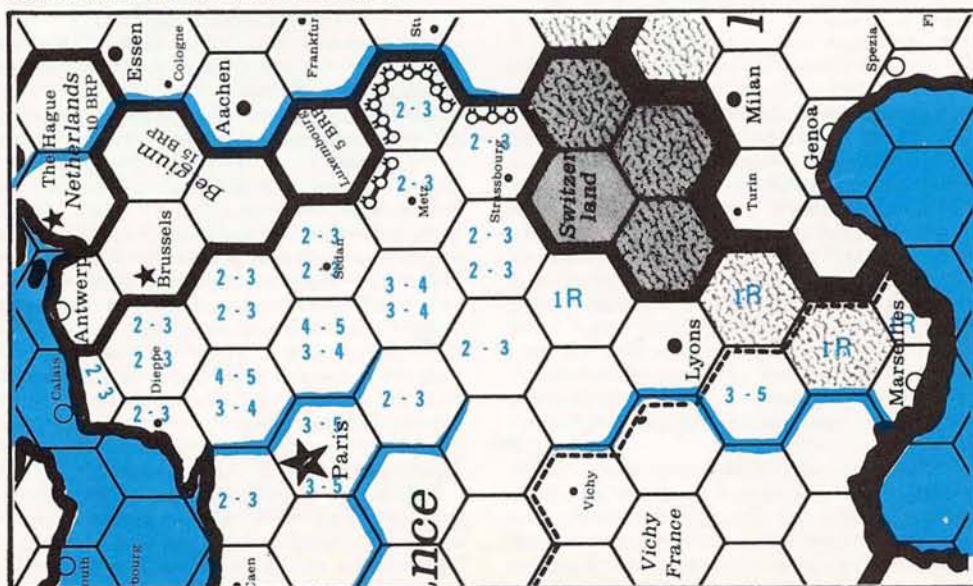
a minute! Will that end up costing the Allies more BRPs than the Germans! Yes it will, but the French can absorb some of the BRP cost and the Germans will likely be a little short on BRPs themselves about this time. Additionally, the German air units will not be around on the following German turn. This will considerably lessen the German offensive capabilities until the air units are rebuilt. The timing of this strike is important because the Allies want to make sure that they have enough BRPs to last for the remainder of the year.

There comes a time when the Germans capture Paris. The Allies must immediately counterattack, usually at 1-1, to retake the city. The British and French must keep enough ground and air factors within range of Paris to be able to guarantee a 1-1 attack. They must also be careful to maintain a BRP reserve towards the end of 1940 in order to make this counterattack. Note that at least one French ground unit must be in the attack to recapture Paris since British units are not allowed to enter the Paris hex.

Figure 4 shows a typical British-French counterattack to recapture Paris. The Allies can move sufficient ground forces adjacent to Paris to assure their 1-1 attack. Two British air units and the French air unit can counterair the three German air units. The remaining two British air units provide ground support for the 1-1 counterattack. This means that there will be sufficient factors committed so that two French ground units can advance into Paris in the event of an exchange. This gives the Allies a 5/6 chance of recapturing Paris and keeping France in the game for at least one more turn.

A final note on the French Campaign. The Allies must be careful to guard against the Axis getting two moves in a row. The Germans can just about always blitz through the line and secure Paris with two consecutive moves. The Germans and Italians can easily spend half of their BRPs in Fall 1939. If the French do nothing but build in the fall they will have just set up two consecutive German moves in winter-spring! The French need to expend enough BRPs in the fall to get the Allied total below that of the Axis.

Figure 1: British-Franco defense in the West, late 1939.



Defending London and the English homeland is the most important British war objective. The second edition of the rules limits the number of ground support air factors to three times the number of ground factors. This makes prevention of a 1-1 airborne assault on London a relatively simple matter. All that is needed is 7 or more ground factors stationed in London.

The Germans have two other methods of attacking England directly. First, they can launch an invasion in the conventional manner. The beaches just south of London are obvious targets. If the beaches are undefended the Germans can easily hit London at 1-1 and have enough air remaining to prevent a 1-1 counterattack. The best deterrent is to maintain a strong naval presence in the Channel area. Chances are the fleet can cripple the German invasion forces before they reach England. A good backup is to have some replacement units defending the beaches and ports as shown in figure 5. The Germans must not only take the shore hex but also must have enough exploiting armor to attack London.

The Germans must normally take London in one shot because the British can redeploy enough naval units back to the homeland to block any additional reinforcements. There is another sneaky tactic that the Germans can use to invade England. Figure 6 shows how a German airborne unit can airdrop into a port and capture it. This enables the Germans to strategically redeploy several more units into England and supply them. Note that strategic redeployments cannot be intercepted by the British fleets. The solution to this problem is to garrison all of the ports within range of the German airborne unit with replacement units or 1-3 infantry. Preferably, enough overlap should be provided to force the Germans to kill 2 or 3 units. Remember that the Germans cannot SR adjacent to British units. Be especially concerned when the Germans get two moves in a row. There might be German civilians settling in London before the Allies get to move again. Of course, preventing two consecutive enemy moves is still the best strategy.

The Western front is the most important to the British. However, the Mediterranean front is also very important. The British need to maintain a presence here not only to check Axis expansion but also to keep the door open for a counteroffensive later in the war. The key to the Mediterranean is Gibraltar. Gibraltar is, perhaps, the second most important hex in the game. All sorts of bad things happen if Gibraltar falls. First, the British are out a quick 50 BRPs unless Suez has already fallen. Second, the Axis can easily shut the Western Allies out of the Mediterranean. This allows them to concentrate heavily in the east and more easily defend against the Allies counteroffensive in the West.

Early in the game a 3-4 infantry and a fleet are sufficient to safeguard Gibraltar. One 9 factor fleet stationed there will prohibit an Italian invasion. There are two other ways for the Axis to attack Gibraltar. One, the Axis can capture French North Africa and deploy airborne and air units within range of Gibraltar. The concept of defense is similar to that of London except that the Italians can add shore bombardment factors. If the Axis manage to capture Gibraltar it will be very difficult to retake.

The other method of attacking Gibraltar is to attack overland through Spain. While Spain has a formidable army and airforce, they will not stand up to the German panzers for very long. If the Germans conquer France quickly they may not have anything for their army to do for a couple of turns. This is another reason to keep the Germans busy in France for as long as possible. (In the actual war the Germans were negotiating with fascist Spain to enter on their side and did not want to provoke

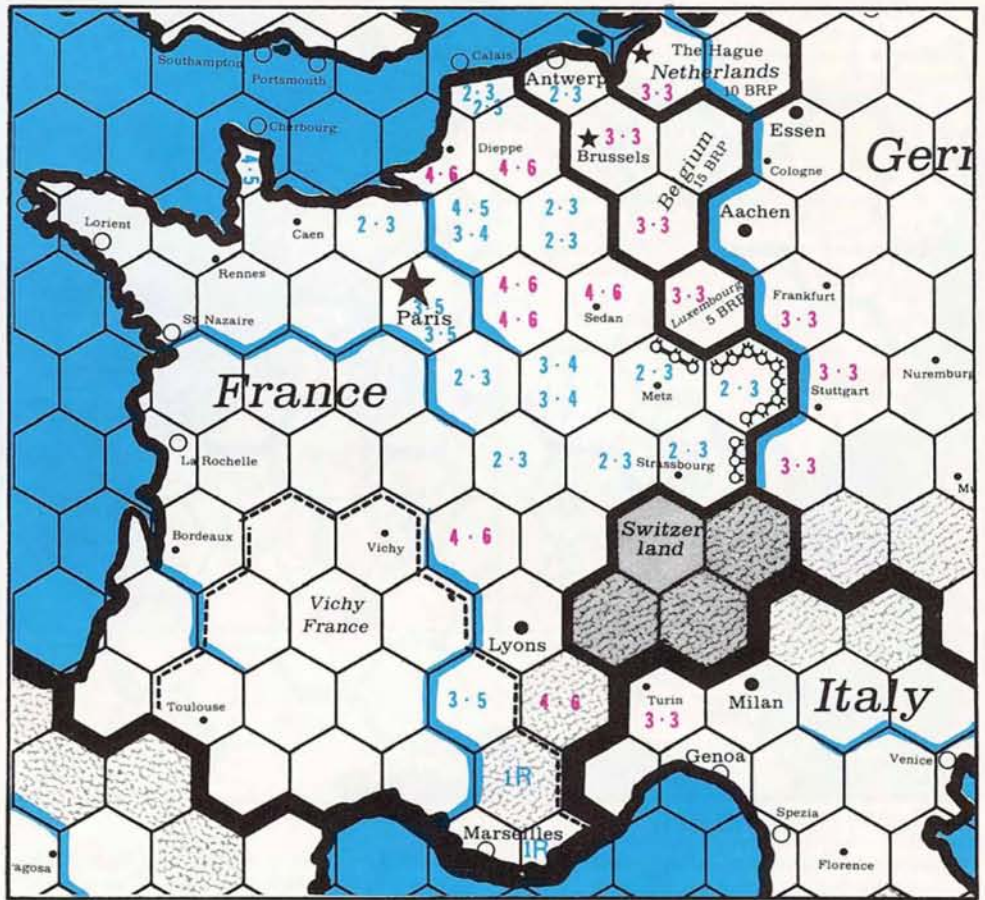


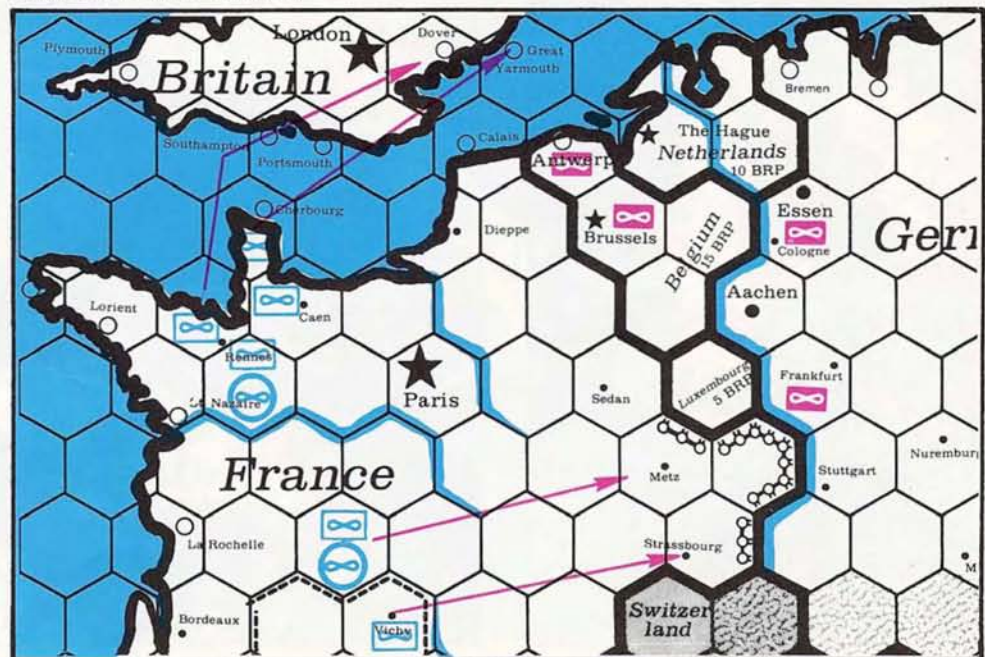
Figure 2: Allied counterattack against a German penetration, early 1940; choice of offensive or attrition options.

them. Spain was suspicious of Italy, leary of England, and wanted Germany to sweeten the pot too much. Spain stayed neutral much to Hitler's annoyance.)

The Middle East is important to England for several reasons. The first is the economic interest of 50 BRPs for losing the Suez Canal (actually Suez and Alexandria). Additionally, there are a lot of

colonies in this area valuable for their BRPs and strategic position. Loss of the Middle East will deny the British a staging area for their counteroffensive. More ominous, and perhaps fatal, is the undermining of Russia's southern flank. British-Russian communications will be broken and Lend Lease to Russia can be effectively terminated. Turkey will fall quickly and Southern Russia will be invaded. Russia's collapse is a matter of time.

Figure 3: British-French counterair strike.



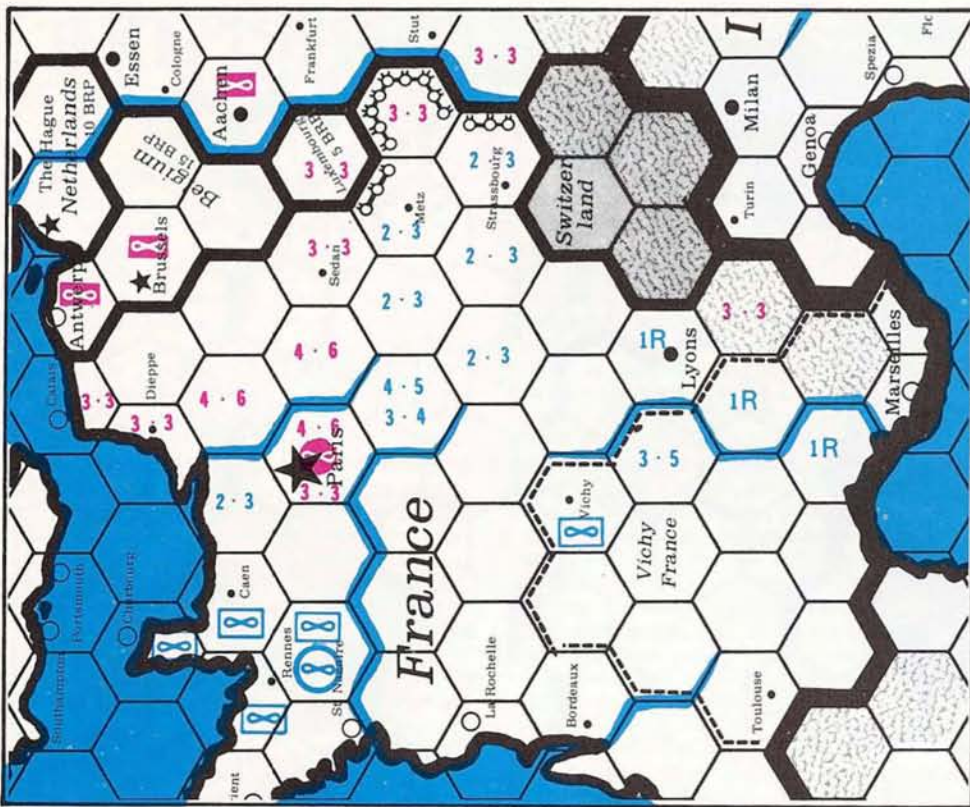


Figure 4: Allied 1-1 counterattack to retake Paris.

What can be done to prevent this? First, every available unit that is not required in England, France, or Gibraltar should be deployed here. A good defensive deployment is shown in figure 7. Italy is not the offensive threat that Germany is. Thus, the pressure should not get too great here until France falls. The Allies should use this time to bring the entire area east of Crete under Allied control. Hookup with Russia should be accomplished through Iraq and Persia as soon as possible. England and France might want to encourage the Russians to conquer Turkey early in the game.

Figure 5: Defense of England.



A few words need to be said about Vichy France (despite the gallant fight in the West, France will fall 98 percent of the time). The Allies need to make sure that as many of the French units as possible, particularly armor, air, and naval units, get eliminated prior to the fall of France. This will prevent them from possibly falling into German hands later in the war.

The British should arrange with the French to take control of the French colonies when France falls. This is accomplished prior to the fall of France by having the French withdraw their forces back to the mainland and allow British forces to move into the colonies. If the colonies go Free French the British are in good shape. If not the British will have to expend 10 BRPs to declare war on Vichy France. Under no circumstances should the British sit back and watch the Axis deploy into Vichy colonies particularly Lebanon-Syria. (Thus far it has been assumed that the French player may have to be a little more diplomatic in the Alliance game, but six British ground corps and four air units constitute quite a carrot.)

Figure 6: German airborne invasion of England followed by strategic redeployment into a captured port. The airborne unit drops one hex NE of Dover and combines with an air unit to attack the replacement



Several neutral countries affect England's strategic planning. Russia will become a powerful ally later in the war. It is to England's advantage to get Russia in the war as early as possible. However, Russia will not usually get involved until 1941. In the meantime the British should consult with the Russians on joint war strategy particularly concerning Lend Lease and operations in the Middle East.

The most important neutral at the start of the game is Italy. Everyone knows that Italy will enter on the Axis side; it is just a question of when. It is rarely in the Allied interest to declare war on Italy. Italy should be forced to spend the 35 BRPs to declare war. The possible exception is if the British and French see an opportunity to knock Italy out of the war. This strategy will probably require two turns in a row to execute.

The British should be alert for Italian entry. Keep in mind that unless Italy began the year with 100 or more BRPs she cannot declare war and take an offensive option in the same turn. Italy is most likely to conquer Yugoslavia and build in 1939 and then declare war early in 1940. If Italy does not have any promising offensive prospects she will likely transfer her 10 air factors to German control giving the Germans an 8 to 6 advantage. Italian pressure on Egypt can expect to increase towards the end of 1940.

A tempting target for England is a preemptive invasion of Norway. The idea here is to deny Norway to the Germans. This will secure the northern Lend Lease route and deny the Germans an easy 10 BRPs. The execution of the Norwegian invasion is shown in figure 8. It will require three armor units and a substantial number of naval factors. It can be easily executed with two moves in a row although it can be set up as a one turn operation. Whether the British can spare the required forces and BRPs is a question that will have to be answered as the game develops. Such operations as invading Norway could aptly be described as aggressive British play. Against some German players the psychological advantages gained could outweigh the more obvious economic disadvantages.

Portugal is another practical invasion site. Portugal, he says? The lost kingdom of Portugal becomes of significance to England if it appears that Spain is about to be invaded. Portugal can provide the British a base of operations to aid Spain and protect Gibraltar. Another consideration is that Portugal may become useful as a starting point for a counteroffensive to retake Gibraltar, gain access to the Mediterranean, or to threaten Europe's southwest flank.

It is normally in the Allies best interests to secure Iraq and Persia as early as feasible. This is part of the Middle East strategy discussed earlier. England should intervene where feasible to counter Axis

at 4-1. The airborne advances after combat into Great Yarmouth enabling SR into the port and the hex NW of it.





Figure 7: Middle East defense.

aggression. Often times a single British 3-4 infantry unit can buy a crucial turn. This is particularly attractive where the British can pick up some BRPs. As mentioned earlier, the British and French should vigorously contest German control of Luxembourg, Belgium and even Holland.



Figure 8: British invasion of Norway. The invasion force consists of five fleets, two 4-5 & one 2-5 armored units and a 3-4 infantry. A 4-5 and the 3-4 invade Bergen at 3-1 with two factors of Shore Bombardment. The remaining armor exploits and takes Oslo at 3-1.

England is in almost as poor BRP position as Germany in 1939. Assuming no other BRP expenditures England is still 5 BRPs short of being able to build the available units in the force pool. England cannot afford to have units out of play and must build everything as soon as possible. Figure 9 shows a recommended building schedule for 1939. The French player should be strongly encouraged to spend the BRPs for Luxembourg, Persia, and Iraq.

Figure 9: British 1939-40 BRP Expenditures  
1939 Recommended Build Schedule:

Fall:	one fleet	27 BRPs
	one 5-4 air unit	15
	one 1-4 air unit	3
	one 4-5 armor	8
	three 3-4 infantry	9
		<hr/>
Winter:	two fleets	54
	one 4-5 armor	8
		<hr/>
Total		124 BRPs

Projected 1940 BRP Expenditures:

Strategic Warfare Builds	12 BRPs
Offensive Option	15
Air Replacements	45
Armor Replacements	16
Infantry Replacements	13
Replacement Builds	6
Strategic Warfare Losses	18
	<hr/>
	125 BRPs

The trouble with England's BRP position is that it gets worse in 1940. One way or another each German U-Boat build will cost the British at least 3 BRPs. Replacing lost British units, particularly air units, will be costly. The British player will probably

Figure 10: Potential Invasion Areas in the Mediterranean.



need to make at least one offensive option during the year. And then there is always the threat of losing an additional 50 BRPs in 1940 or 1941. Figure 9 lists projected British BRP expenditures for 1940. It is a good idea to maintain a BRP emergency fund to get out of a tight spot. If they are not used they can provide a very important growth during the next year start sequence. There are usually not too many BRPs left for special operations so conduct adventures with care. Keep in mind that there will also be a hungry bear after England's BRPs in 1941. In this game it is wise to keep him well fed.

By contrast, the German BRP position continues to improve. Germany can afford to build maximum U-Boats for strategic warfare. The British have no choice but to build maximum ASW every year until the U-Boats are licked. The British need to retain enough BRPs at the end of the year to absorb the excess U-Boats. If the British BRP total goes negative they will have to subtract the deficit from their base each year thereafter.

The British BRP position should improve somewhat when Germany attacks Russia. The burden of Lend Lease, strategic warfare, and Axis drives in the Mediterranean will keep England on a thin rope until American entry in 1942. From then on things should get much better. Who knows, some BRPs might even get picked up along the way.

It is 1942, England has survived, and the United States has entered the war. Assuming that generous Lend Lease and skillful Russian play has kept Russia in a tenable position, what should the Western Allies do? The Allies will get the transitional two moves in a row after the Axis Spring 1942 turn. During this time the Allies should regain the strategic initiative although the Germans may still be attacking in the east. This time should be used to setup the British counteroffense in the Mediterranean. It is important that the Allies get a counter-offensive going somewhere. The British already have substantial forces in the Mediterranean and can easily deploy additional forces there. The U.S.



Figure 11: Breakthrough to Rome. The British units (in red) attack Naples at 3-1 using one air factor and drop airborne on Cassino which combines with 9 factors of shore bombardment for a 2-1 which allows the remaining British armor to exploit as shown in dark red and

attack Rome at 2-1 using 12 air factors. The 7 remaining air factors are used to counterair the Italian air and to assist the airborne 2-1 should the Italian fleet intercept and inflict maximum losses.

forces can easily defend England. The U.S. player should utilize 1942 to build his forces and deploy them to England. The last two quarters of 1942 should be used to aid Russia where possible and to regain lost territory in preparation for the 1943 offensive.

The British are ready to strike in the Mediterranean and the Americans are preparing to assault the Atlantic Wall. This division of labor will save the British and Americans BRPs because they will not both have to pay for offensive options on the same front. Additionally, one less turn is required to get U.S. units to the Western Front rather than the Mediterranean Front. Discussion of the U.S. counteroffensive in the west is left for another time.

The British player must decide where to strike in the Mediterranean. The obvious target is Italy. Other targets are Axis allied minor countries and Axis BRP sources such as Yugoslavia and Greece. Figure 10 shows a map of Southern Europe depicting some likely invasion sites. The mere threat of invasions all over Southern Europe will force the Axis players to maintain a large number of garrison units there. This should help relieve German pressure on Russia. Additionally, the British can provide support to Russia through Persia and Turkey.

The main British objective is Rome. The British should get a bridgehead in Italy as soon as possible. The most logical locations are the beaches at Salerno and Tarranto. The assault on Rome should be launched as soon as the necessary forces can be deployed to the Italian mainland. Figure 11 shows a British breakthrough to Rome. A German style blitzkrieg is executed using infantry, armor, airborne, air and even naval forces. If sufficient air factors can be saved to prevent a 1-1 counterattack Italy is beaten. The collapse of Italy will threaten the German southern flank and force the Germans to

shift forces to the southern front. The Allies are now forcing the Germans into the wagon train defense.

There is a sneaky trick that clever Allied players enjoy playing on unsuspecting Germans. The situation will normally occur sometime during the middle of the war when the Germans are spread out all over the board. German homefront security is lax and there is only one unit on the beach at Hamburg. The British and/or the U.S. player can mass three or four armor units and a large naval force and launch a surprise invasion of the Nazi homeland. Figure 12 shows the tactical execution of this plan. Air support is provided from Great Yarmouth. The Germans can fairly easily defend against this strike



Figure 12: Allied invasion blitz to Berlin. The beach is attacked at 2-1 with a 5-6, 3-4, and ten air factors, enabling the remaining armor to exploit next to Berlin where it combines with an airborne unit to attack Berlin at 2-1.

but surprisingly many do not. This move is particularly effective when the Allies have two moves in a row.

Historically, the British navy is England's first line of defense. In *THIRD REICH* the navy is an integral part of most British operations. The fleet effectively prevents a direct German invasion of England. It stands between the Italians and Gibraltar or Suez. The British army is entirely dependent on the navy for transfer to France and the Mediterranean. Air units going to the Mediterranean must be redeployed by sea.

The key to efficient fleet utilization is its distribution. Once the three fleets in the force pool have been built the navy should be deployed as follows: four fleets should be left at home (Portsmouth) and four fleets should be dispatched to Gibraltar. The ninth fleet should remain in home waters until Italy enters the war. At that time it should be sent to the Mediterranean, preferably Port Said. The home fleets provide a deterrent to German naval activity in the west as well as providing transport for the BEF. The four fleets at Gibraltar give the British the capability to redeploy four units per turn to the Mediterranean.

The French fleet makes a valuable ally. It should be deployed in the Mediterranean. It can be used in 1939 to bring French ground forces in the colonies back to France. The French navy will normally cause the Italian navy to maintain a low profile until after the fall of France. If the Italian navy does venture forth, intercept them with the French fleet first. Then hit them with the British fleets. (The rules prohibit joint interception in the same hex.) It is strategically in the Allied player's interest to trade fleets with the Italians, especially French fleets. While it is true that the British will miss her fleets the Italians will miss theirs more! The Allies will still be able to maintain some naval presence in the Mediterranean. The Axis on the other hand will not be able to seriously threaten the Allied position in the Mediterranean until their fleet is rebuilt.

The British fleet should concentrate in the Mediterranean in 1942-1943. A few units could be left in England for redeployments although U.S. fleets could be used for that purpose if not performing other missions. Seven or eight fleets should give the British the impetus for their southern offensive. The American fleet will likely be deploying to Europe, conducting invasions in the west, providing sea escort for Lend Lease, and redeploying U.S. forces. The Russian fleet can be useful if it can escape from Russia. It can be used against the Italian fleet in the same manner as the French fleet. The Russian player may, however, be reluctant to risk his navy until Russia is assured of being able to maintain at least 75 ground and air factors in play.

Thus far the use of variant counters has not been considered. Players frequently use one, even two variant counters per side. Most of these affect England in some manner. The best ones for England are 3 and 5. Counter number 3 is a real bonanza for the British. The Free French units make a substantial addition to the British force pool. Every effort should be made to get French units, especially air and armor, out of France prior to the fall of Paris. Counter number 5 is a godsend for the British BRP base. It will just about take care of the U-Boat problem. It is worth at least 30 BRPs a year.

Unfortunately, most of the counters benefit the Axis. Counter number 4 is the killer. Fortunately, it can only be played during the Spring 1941 turn. If the British suspect that the Axis have the Spanish option they should heavily reinforce Gibraltar during the Winter 1940 turn. Counter number 9 is the Italian player's dream. This can make life rough for the British in the Mediterranean. This counter helps the Italians in two ways. One, Italy can declare war and launch an offensive option in the same turn. Two, the Italians will have sufficient armor units to execute good blitzkrieg attacks. Variant number 3 is a significant concern if there are substantial Vichy forces. If the British suspect counter 3 they should strive to eliminate most of the French units killed in France.

A well planned counteroffensive strategy is required for the Allies to win *THIRD REICH*. The British should knock Italy out of the war in 1943. The American should be able to get a foothold on the continent sometime during 1943. 1944 must see a

coordinated U.S.-British-Russian drive to cripple Germany. This is accomplished by simultaneous pressure on all three fronts which will push German lines back to the Fatherland by late 1944. The path to defeating Germany lies in destroying her BRP base. This primarily includes the Balkans, Poland, France, and the Low countries. The Allies should aim to get to Berlin by Winter 1944 for a tactical victory. Getting there two turns earlier will mean a decisive victory while two turns later will yield only a marginal victory.

Earlier in the game the Allies must assure that the Germans do not win. Keeping both England and Russia in the game will prevent an Axis tactical victory. The Allies have a tough time winning if any major Allied power other than France is conquered. The Axis must be held to less than 28 objective hexes at the end of 1943 or they will achieve a marginal victory. If the Allied counteroffensive is on schedule this will be easy. However, if the Axis are doing better than average it will require some sharp Allied play to stop an Axis marginal victory. The Axis have a nucleus of 21 easily obtainable objectives plus 3 additional objective hexes. The Allies must play an aggressive defense to hold enough objectives. The British and Americans may have to make a couple of invasions during the Winter 1943 turn to recapture one or more key objective cities.

The situation is a little different in the Alliance game. Victory is determined by the number of objective hexes under U.S./British control. In some ways this requires more astute planning than simply driving for Berlin. Figure 13 shows the number of objective hexes needed for each level of victory. Given reasonable Allied success the Western Allies should have the 18 secured objective hexes by middle to late 1944. England and the United States need to capture 3 or 4 additional objective hexes for a decisive victory. A list of likely prospects is summarized by front in figure 13. The Western Allies need to keep a sharp eye on the Russians so that they do not sneak in with a victory. A well timed British offensive in the Balkans can snatch a key objective just before the Red Army arrives. (Churchill would be proud of that!)

Figure 13: Alliance Game Objective Hexes  
Britain/United States

Stalemate	18
Marginal Victory	19
Tactical Victory	20
Decisive Victory	21

Secured Objective Hexes

<b>West</b>	<b>Mediterranean</b>
London	Gibraltar
Birmingham	Malta
Manchester	Tripoli
Paris	Alexandria
Lyons	Suez
Marseilles	Mosul
Antwerp	Rome
Essen	Genoa
Aachen	Milan

Attainable Objective Hexes

<b>West</b>	<b>Mediterranean</b>
Berlin	Athens
Leipzig	Belgrade
Breslau	Ploesti
Budapest	Istanbul
Oslo	Madrid

England is the key to the Allied side in *THIRD REICH*. Flawlessly played, England should never fall. Well played, England should be ready to lead the Allied counteroffensive in 1942. A lot of finesse and patience is required to play England. A fine blend of caution and aggressiveness is needed. Successful British play can be almost as rewarding as victorious German play. The best games are ones played by equally competent and clever British, German, and Russian players.

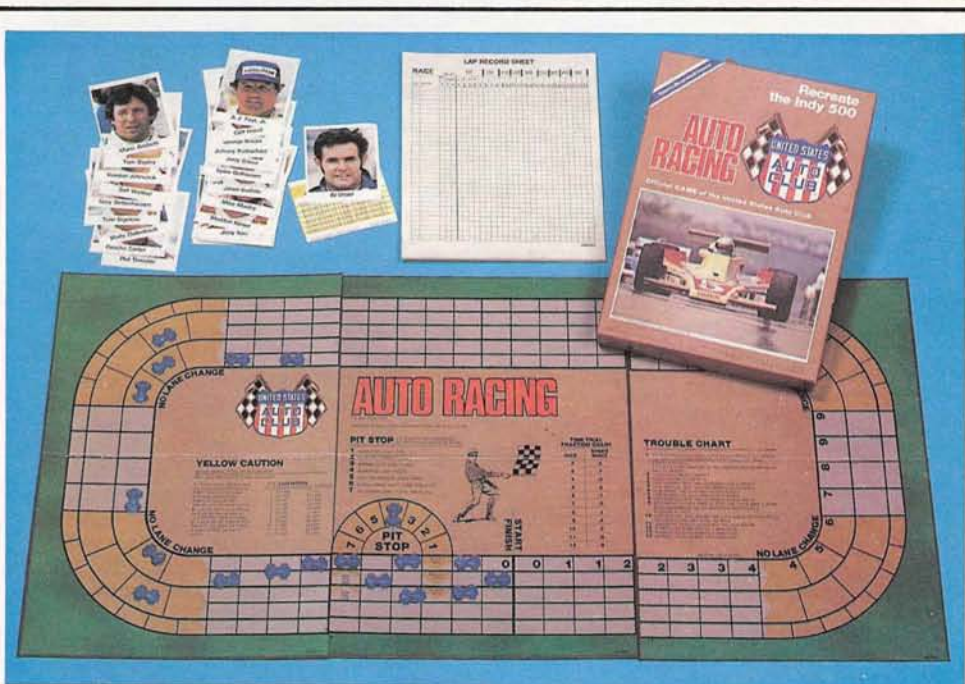


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Each of the 33 real-life qualifying drivers is represented in the game by a Driver Performance Card. Based on actual racing statistics compiled by USAC, each car will perform on the track pretty much as it did in real life . . . but with one big difference! Strategy the Key to Winning

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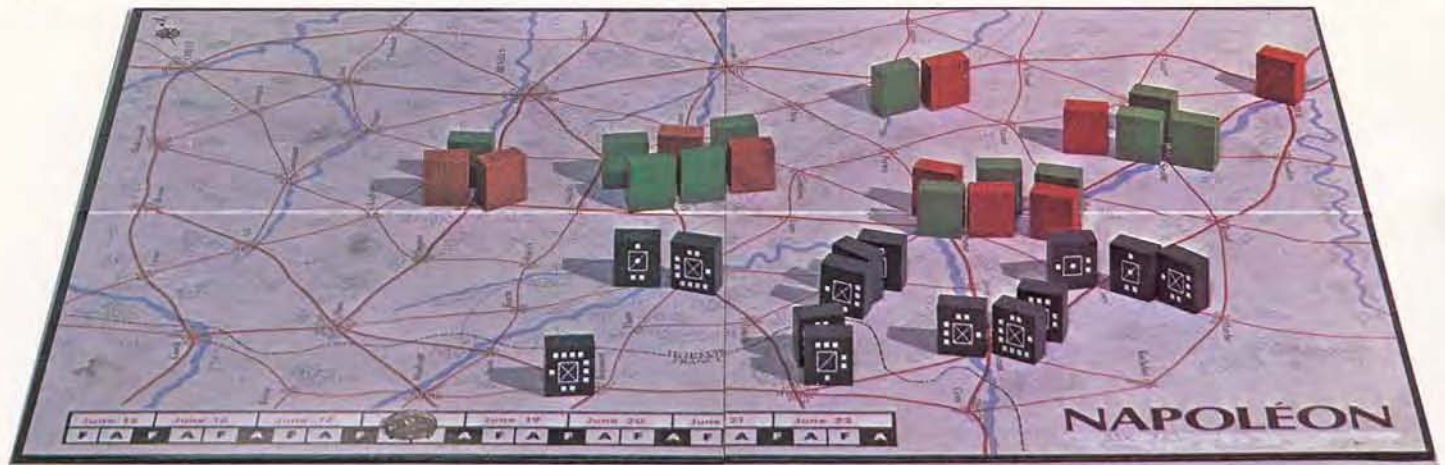
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# THE AGGRESSIVE TIGHTROPE

French Strategy in **NAPOLÉON** By Alan R. Moon

Many gamers have probably taken a quick look at *NAPOLÉON* and tossed it aside, grumbling about too many die rolls and too much luck. A mistake!

It is rare (if non-existent) that an historical battle was decided without luck. One side's good fortune becoming the other side's bad luck, making winning and losing both lucky results. Midway is the classic example.

Handling luck in a game is difficult, especially where balance is concerned. Many games (in particular the system-type games of recent years) fail because the luck has been taken out of the situation. A small force surprising and defeating a larger force or a small force defending successfully is just not possible. Yet it did happen in history. Morale rules, idiot rules, and idiot opponents rarely solve the problem. Luck then, is the only answer. So why do so many gamers complain about it?

The best way to handle luck is to have more die rolls, not less. The theory being the more die rolls, the more the luck will even out in the end. Players will still lose battles where they have the advantage, but they will also win some where they are at a disadvantage.

For those opponents who complain about no luck at all, hogwash! Roll out of a paper cup. It will ease your soul if not their complaining mouths.

Luck tends to build character in the gamer as a commander. Should you take a chance on even odds? Should you try attacking at poor odds? Should you defend with a smaller force? Guts is a part of strategy, it's that simple. The saying in sports is that when you're winning, you make your own luck. Believe it. Psychology in gaming is greater than many people think. When the complaining opponent uses twice the amount of units needed, you've got him over the barrel. Momentum, surprise, confidence, and the unexpected are things you can use. Don't complain. Think lucky!

Admittedly, there are games where luck is the most important factor. However, *NAPOLÉON* is not one of them. Far from it. Luck and psychology help, but strategy and tactics win the game. A quick glance misses the subtlety. In fact, *NAPOLÉON* is a good example of being able to master the basics but not the game.

*NAPOLÉON* may seem to be slightly unbalanced in the beginning. Indeed, the French have the tougher time with two experienced players. Making

up for this though, is the fact that it is more fun to play the French and winning with them is a greater reward.

To win, the French must defeat two armies, and the burden of attack is theirs since the victory conditions are stacked against them. If the French do not fulfill their victory conditions, they lose. If both sides fulfill their victory conditions, the French lose.

So, the French must advance quickly against two forces before the two can unite, attack wherever given the chance, defeat both forces without being defeated themselves, and do it before time runs out. The aggressor being the smaller force is a kind of paradoxical situation not found in many games. In other words, to win, the French must walk "The Aggressive Tightrope".

Actually, there is a choice between three tightropes. Each is thin and dangerous but strong enough to hold a practiced walker. Don't think about the roads not taken, test each!

## The WEST

### Objective: Ghent and/or Brussels

Set up the seven infantry units and one artillery unit in Conde and place the rest of the units in Soire. On turn one, move four infantry units to Leuze (three 3CV, one 4CV—the best) and three infantry units plus the one artillery unit to Mons. Two artillery and two cavalry units in Soire move directly to Mons while the rest of the cavalry and horse artillery move to Mons using the roads through Binche and Maubege.

On turn two, you still have only two groups of units and can move your whole force. Move the four infantry units from Leuze to Renaix. The three infantry units, the artillery units, and two cavalry units move to Soignes from Mons. Four cavalry and horse artillery units move from Mons, via Ath, to Granmont, while the remaining two cavalry/horse artillery units move to Leuze via Conde (or stay put). The four units sent to Granmont should be the strongest force possible (three 3CV cavalry, one 2CV horse artillery suggested).

On turn three, move the three infantry and three artillery units from Soignes to Braine le Comptee and send the two cavalry/horse artillery

units to Granmont. Move the two units at Leuze to Granmont. The cavalry and horse artillery are now united at Granmont with forces of infantry/artillery on both sides. Ghent and Brussels are both within reach.

Attack on turn four. The force march into Ghent or Brussels may hurt a little but waiting will hurt more. Rivers will limit the number of units that can get into the initial attack, but the rest of the units will be reinforcements. The Anglo-Dutch should be divided, trying to defend both cities. Waiting to attack is a mistake since turn five is a night turn and will give the Allies more time to prepare. Remember, the Prussians are coming.

Of course, Allied moves such as screening the roads with solitary cavalry units will alter this plan as will the chance to attack small groups of Allied units. This should be seen as an opening in chess with many variants. If the opponent doesn't stick to the book, you can't either. Still, it is good to know the standard openings.

The cavalry force at Granmont may seem a little risky, but consider the Anglo-Dutch position. They only have five cavalry/horse artillery units, and since their units will probably be stationed along the Ghent-Brussels road, these are the only units which can attack Granmont. The battle would be five Anglo-Dutch units, a total of eleven CV, against four French units, a total of eleven CV. They could force march some infantry into the battle but this invites trouble by weakening the supply center cities. Any units which do attack are then between the French forces which could also force march to Granmont.

The advantage to this attack is that it threatens two supply centers from the start. The two major roads; Conde-Ghent and Mons-Brussels are close enough together so that cavalry can get from one to the other fairly easily, meaning that most of the French force can attack either city. The disadvantage is that the French are boxed in and changing plans is not possible. You're committed and the game is a race to beat the Prussians to Brussels. The Anglo-Dutch must be defeated before the Prussian arrival. So, with that in mind, it is the Prussian set up that will dictate whether or not to use this strategy. If they are set up heavily to the east, this is the perfect time. If they are spread evenly, maybe. If they are centralized, forget it. The Anglo-Dutch set up doesn't matter much because they will fall back

to Brussels and Ghent anyway. Of course, a foolish player may set up Anglo-Dutch units within reach on turn one. Slaughter them.

A minor variation to the general plan is to make the force going down the Conde-Ghent road a cavalry forte. After a few games, the Allies may decide to give up Ghent and just try to hold Brussels. The cavalry force can then get to Ghent faster, and attrition off one or two Allied units before the major battle.

**The EAST**  
**Objective: Liege**

This strategy is the least favored, the hardest to set up, the hardest to describe, and the least likely to garner a French victory. Yet it exists and deserves mention. However, in this case, constantly think lucky!

The set up is tough because only eleven units can move out of Givet and Philippeville on turn one. The choice then is between using two turns to get things moving or using the other seven units somewhere else. Neither of these alternatives is appealing. Leaving four units behind (as in the Center strategy) is one thing. Leaving seven behind is another. Moving these seven units to Laneffe on turn one is no solution either since the roads to Namur and Charleroi are across rivers and impassable to them as a group in one turn. In addition, there will be no moves for them for quite awhile after turn one since both moves will be needed for the main force.

**Two Initial French Openings:** Objective Ghent is shown at left; Objective Liege at right. The French initial setup and June 15th move

The makeup of the two forces is then the toughest decision. The possible combinations are endless. The best set up is probably placing seven cavalry/horse artillery units in Givet and the four 4CV infantry units in Philippeville. The rest of the units can go in Soire, Conde, or Philippeville. Placing them in Conde or Soire does not make a two front advance for the reasons above, but it may make for a more cautious Anglo-Dutch force.

On turn one, move the four infantry units from Philippeville to Dinant. The cavalry/horse artillery move to Ciney, Marche, or Dinant or a combination of Dinant and one of the others. Do not move to all three towns because you will then not be able to move every unit on turn two.

If the Prussians have set up close enough to be attacked on turns one or two, attack them. Otherwise, on turn two, move towards Liege down the main road. On turn three, attack something, anything, while moving forward. A little recklessness may be necessary.

If there is an advantage to this strategy, it is in attacking the Prussians first (see the force comparison charts). On the other hand, the disadvantages are clear and numerous. The major one being; there may not be time to defeat the Anglo-Dutch, if and when you have defeated the Prussians. It is four towns to Brussels from Liege and only two from Brussels to Ghent. The other disadvantages are leaving the seven units behind, being boxed in from

the start, and the fact that the Prussians may not elect to fight it out in which case it would take eight turns after Liege is captured to defeat them.

The best time to use this strategy is when the Prussians can be attacked on turn one. The Anglo-Dutch set up is irrelevant.

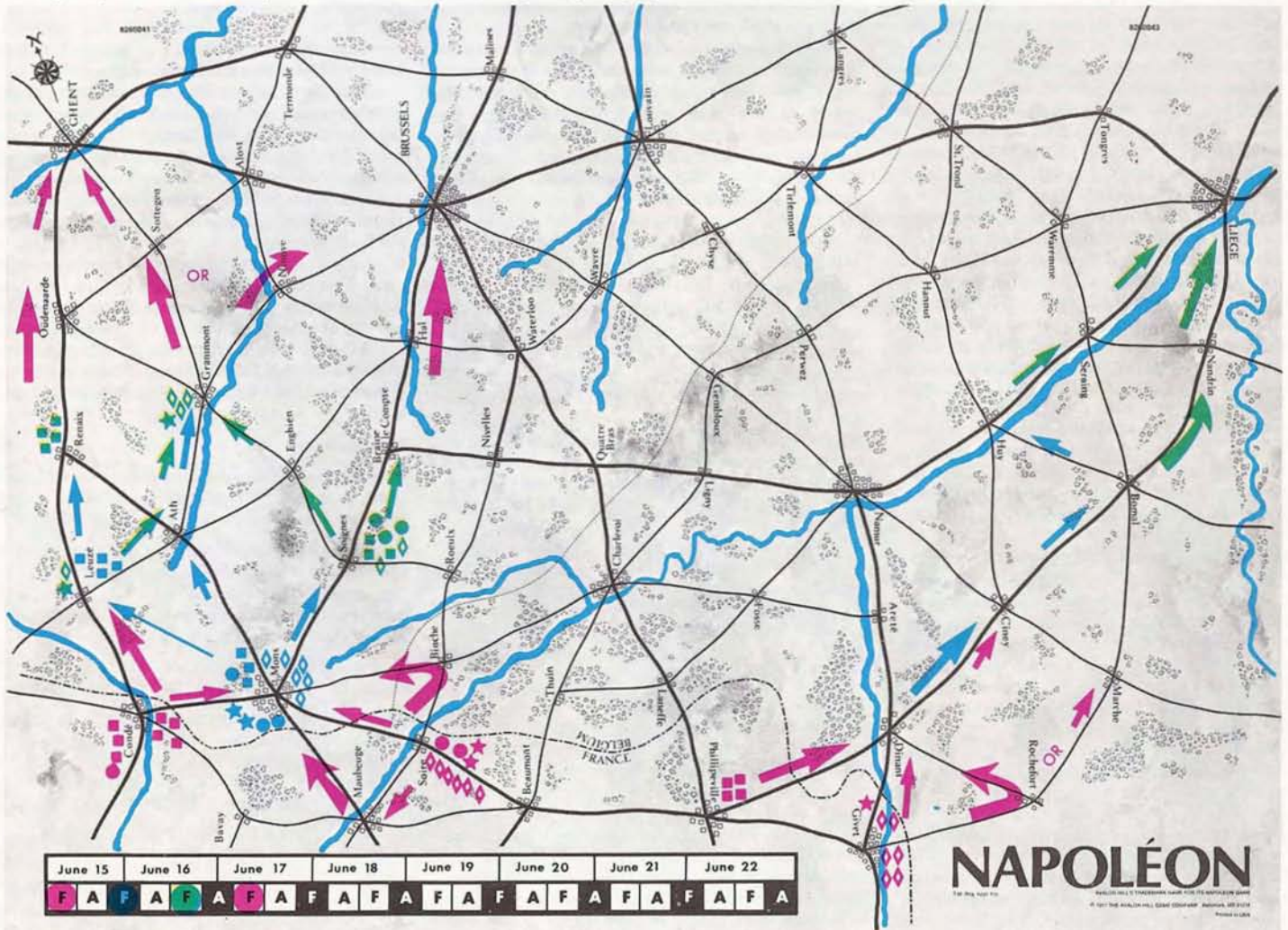
If you do use this strategy more than once, you should try to vary the composition of the eleven unit force. The cavalry is needed, but if cavalry units are left behind, they may get into the game later more easily than infantry would. Of course, no more than eight of the eleven units can be infantry/artillery because that's all that get to Dinant on turn one. What to take and what to leave behind is a tough choice, but experimentation can help. I may have yet missed the right combination.

**The CENTER**  
**Objective: Brussels**

Place the four 4CV infantry and four cavalry/horse artillery units in Philippeville. Place two infantry/artillery units and the remaining cavalry/horse artillery units in Beaumont. The four leftover units should go in Conde as a minor threat to Ghent. Unfortunately, it is very possible that these units will not get into the game, but placing them in Beaumont or Philippeville and trying to bring them up to the main force is hopeless. If you take the time to bring them up, you are wasting time and losing the game in the process. The makeup of this four unit force is

cavalry; circles are artillery; and stars are horse artillery.

are shown in red. Advances during the night and June 16th are shown in blue and green respectively. Squares = infantry; diamonds =



## Force Comparison Charts

## What the Charts Show

Despite each Allied army having the same 39CV total, the Prussians are the weaker army. Not only is their overall quality average much smaller, but because they have *more* units, they are intrinsically weaker as well in that it is harder for them to maneuver their strength in mass. Since the Prussians can be defeated by eliminating eight units, the French can win by defeating eight 2CV units because the Prussians have nine of these. You may say that the Anglo-Dutch can be defeated by eliminating fifteen factors, six 2CVs and one 3CV, but this is deceptive. The sixteen factors of Prussians that must go are easier to kill, because of the morale rules and the fact that they will be hard to protect. The Anglo-Dutch 4CV units are good protectors. The Prussians have no such units. A rout statistically hurts the Prussians far more than the Anglo-Dutch.

The biggest French advantage over either army or the combined Allied force is their cavalry. The use of this powerful, mobile force will decide the outcome. As an advantage, it should be used as such. It is also one more reason why the Prussians are weaker than the Anglo-Dutch—their cavalry is weaker and even less of a match for the French horse force.

	# Units	Composition	Total CV	Average Strength
<b>French</b>				
Infantry	7	Four 4CV, Three 3CV	25	3.57
Artillery	3	Two 3CV, One 2CV	8	2.66
Cavalry	6	Three 3CV, Three 2CV	15	2.5
Horse Artillery	2	Two 2CV	4	2.0
Totals	18	Four 4CV, Eight 3CV, Six 2CV	52	2.88
<b>Anglo-Dutch</b>				
Infantry	6	Three 4CV, Three 3CV	21	3.5
Artillery	3	Three 2CV	6	2.0
Cavalry	4	Two 3CV, Two 2CV	10	2.5
Horse Artillery	1	One 2CV	2	2.0
Totals	14	Three 4CV, Five 3CV, Six 2CV	39	2.78
<b>Prussians</b>				
Infantry	8	Six 3CV, Two 2CV	22	2.75
Artillery	3	One 3CV, Two 2CV	7	2.33
Cavalry	4	Four 2CV	8	2.0
Horse Artillery	1	One 2CV	2	2.0
Totals	16	Seven 3CV, Nine 2CV	39	2.43
<b>Combined Allied Force</b>				
Infantry	14	Three 4CV, Nine 3CV, Two 2CV	43	3.07
Artillery	6	One 3CV, Five 2CV	13	2.16
Cavalry	8	Two 3CV, Six 2CV	18	2.25
Horse Artillery	2	Two 2CV	4	2.0
Totals	30	Three 4CV, Twelve 3CV, Fifteen 2CV	78	2.60

quite important because of this. Most preferable is two 3CV infantry and two artillery, one 3CV, one 2CV. Infantry are worth more in the long run, but some artillery is needed for columns that turn into artillery duels. The horse artillery may be enough, but then again maybe not. Other possibilities for the four units are as follows: 1) one 2CV cavalry, one 3CV infantry, two artillery units, 2) three 3CV infantry, one 2CV artillery, 3) two 3CV infantry, one 2CV artillery, one 2CV cavalry, etc.

On turn one, move the eight units from Philippeville to Lanefte and continue the cavalry/horse artillery across the river to Charleroi. Move the seven units from Beaumont to Thuin and continue three of the four cavalry/horse artillery units across the river to Charleroi. If there are Prussian units in Charleroi, this is the perfect strategy because you have seven attacking units and seven reinforcements, against a maximum of four defenders. If there are Allied units in Quatre Bras and/or Ligny, better still. Should they attack or reinforce in turn one, the game is yours.

Barring the attack, on turn two move the units from Lanefte and Thuin to Charleroi. There are now fourteen French units in Charleroi, three towns from Brussels, and hopefully between the two Allied armies.

On turn three, attack anything you can. Use the eight cavalry/horse artillery units as the attackers and the infantry as reinforcements, or force march. Speed is essential. Also, move the four units from Conde to Leuze as your second move. Using this strategy, many games will end around the Waterloo/Nivelles/Quatre Bras triangle which is certainly the sign of a good simulation. Of course, the French lost in history, but forget about that.

The advantages to this strategy are that it is the quickest way to Brussels, the quickest way to engage Allied units most of the time, and the only way to have a choice of fighting one army at a time. The main disadvantage is that it leaves four French units out of the game.

Not surprisingly, this is the strategy that will be used most often after experimenting with the others. It makes for a lot of quick games and a lot of one-battle games, with the battle around that triangle.

Considering the victory conditions, this is often the only chance for a win, and that's the final advantage that outweighs any disadvantage.

This strategy is a must if half of each army is centralized, or if the armies are heavily east and west. And if the Allies are predominantly south, it's not just a must, but a winner. If the Allies are concentrated around Brussels, those four French units will be missed, and another attack should be considered. If you have to face the whole Allied force, at least have all your force too.

## The Basics

## 1) Attacking—

Always try to attack rather than defend. There are three reasons for this: 1) The defender gets no reinforcements till turn two, meaning he will have only what units are being attacked till turn three. He may be routed by then! 2) Allied reinforcements may only be one per turn unless units from both armies are in position to reinforce. So, as the battle rages, you are getting stronger, more quickly. 3) As the attacker, you can choose which column to attack first, thereby pinning Allied units in place in that column.

Always attack small groups of Allied units (one to eight) if you can outnumber them in the initial attack or with reinforcements. Groups of five units or less should always be attacked regardless of possible reinforcements. With only five units (or less), at least one column will have only one unit in it. That's the target.

## 2) Battle Techniques—

Charge one column with every cavalry unit available. Support this with artillery on turn one and then move the artillery to another column, or the reserve if the Allies are attacking in both of the other columns. Move infantry up in the same column as the cavalry charge to prevent the defenders from squaring. Consider pulling the cavalry back if the defender reinforces the column heavily. Then charge another column. The cavalry is more mobile than the infantry which is probably defending, so keep the battle as fluid as possible.

Press advantages on one column. Losses are acceptable if you're winning.

Try to keep your artillery free to move, especially the horse artillery. Fire and move or move and fire. Don't stand still with them.

Don't empty the reserve. Units sent back to the reserve because of bad morale may be more of a liability in the battle (remember the victory conditions). If you have a choice, press your attacks against cavalry instead of infantry (they don't suffer as much in routs). Shoot at artillery only if that is all there is in a column (exception: artillery duels across the middle ground).

As the attacker, set up as many units in the reserve as possible. Use the first move to deploy, after seeing the defensive set up. Horse artillery and cavalry should always be set up in the reserve.

Weigh retreats carefully. Some units can escape while others hold the columns. Examine the cost versus what will be saved. Remember these units can't move next turn.

## Play Balance

If after fifteen games or so, the French are still losing more than their share of games, you might want to try one or more of these play-balance rules.

1) Increase the French morale: Units must retreat to the Reserve only on a roll of 1 or 2 (not 1, 2 or 3). If this is not enough, make it on a roll of 1 only. Or, give the French the option of whether or not to retreat to the Reserve, after a morale check.

2) Increase the number of units that must be killed to defeat the French: To 10. Or 11, after trying 10.

3) Alter the victory conditions: If both sides satisfy their victory conditions, the French win. And/or, if neither side satisfies their victory conditions, the French win. (Though this would drastically change the scope of the game.)

4) Give the French three (3) moves on turn one.

5) Finally, and this is the best balance, play the three player version with the limited communication rule. In fact, this is one of the only real three-player games around.



# PANZERBLITZ

SCENARIO 10  
 GERMAN: RICHARD PLOCK  
 RUSSIAN: ROBERT LIVERMORE  
 COMMENTARY: ROBERT CHIANG



*This match was played face-to-face with real-space-line-of-sight determination in effect but no other optional or experimental rules in play. The players erroneously assumed that the number of DFs of each target type in a mixed stack determined target type predominance for purposes of combination attacks. This very common error has been allowed to stand despite its major effect on the game in a pivotal turn 5 attack. The town of Opustoschenia has frequently been abbreviated as "Opu", and the six additional T-34s have been distinguished by the addition of a "1" before the serial number. Where stacks of units eliminate the possibility of a complete illustrative listing, the stack is signified by a single code letter which is identified in the illustration caption.*

*Robert Chiang, who has built his high AREA rating almost exclusively on PANZERBLITZ wins, provides the neutral commentary which appears below in italics.*

**RUSSIAN Introductory Remarks and Setup—**

This situation has two distinct phases; one phase is played on board 1 and the second is played on board 3. The situation as a whole is a rather complex combination of a delaying action and a meeting engagement. The Russian task here is to get as much of his force from board 2 onto board 3 while suffering a minimum of losses. A tall order and one which as we shall see requires that the German entry onto board 3 be delayed as long as possible.

But the German task, I believe, is even more difficult. Several playings of this situation have convinced me that the expected result is a Russian decisive victory to a German tactical victory, given evenly matched players and even luck. Thus a tie is 'really' a Russian loss and I shall make evaluations from this perspective. I would also suggest that the

German victory conditions for a decisive ought to be no greater than 35 units and probably should be closer to 30.

The first phase of this situation is a pure delaying action of a vastly superior force (the Germans) by a mere six trucks and six anti-tank weapons. This enterprise is favored by the terrain-filled with such obstacles as ravines, towns, blocked green hex sides, and plenty of places to hide. One should not expect to do significant harm to the enemy force in a delaying action. The assignment here is to make the enemy pay in time-number of turns-for the losses he causes. One can of course hope for losses, but such a hope should never interfere with the primary assignment.

Turn 6 of this situation defines a rather important boundary. If the German can get onto board 3 before turn six with a large force, he can probably win-by my definition-that is get a tactical tie- or do even better. If he gets on after turn 6, he has little hope of winning, and his chances are not very impressive, if he enters on turn 6. This conclusion is based on several previous playings. Of course the German can refrain from entering the board altogether, and thus prevent, relative to the stated restriction the Russian from entering the board as well. This forces a 0-0 tie. This is an uninteresting and frustrating result: but it can be avoided by modifying the restriction.

Again experience has shown that it is virtually impossible for the Germans to get on board 3 before turn 6, and if he manages to get something on board 3 before turn 6, it will be a small force. I will not discuss the second phase of this game until the German enters—hopefully on or after turn 6. I shall also discuss the setup on board 2 then.

The Russian player ought to expect to lose his entire force on board 1. This follows from the fact that the force is so weak, and its task is a delaying

action, and finally it can not 'escape' onto board 3 until the Germans enter. But he can force the German to use some of his force to chase down whatever remains of the Russian after the German enters board 3.

**RUSSIAN Set up on Board 1:**

The position taken here is the most advanced consistent with not being overrun or outrun. The last thing that the Russian wants is for the German to get in back of him, that is, to the North. Nothing has been unloaded. This gives me maximum flexibility. Unloading a gun here in no way enhances the delaying effect of this position. Of course by not unloading, I give up my chance to destroy German units, but flexibility here is more important than hopefully destroying a halftrack.

**Soviet Setup Comments**

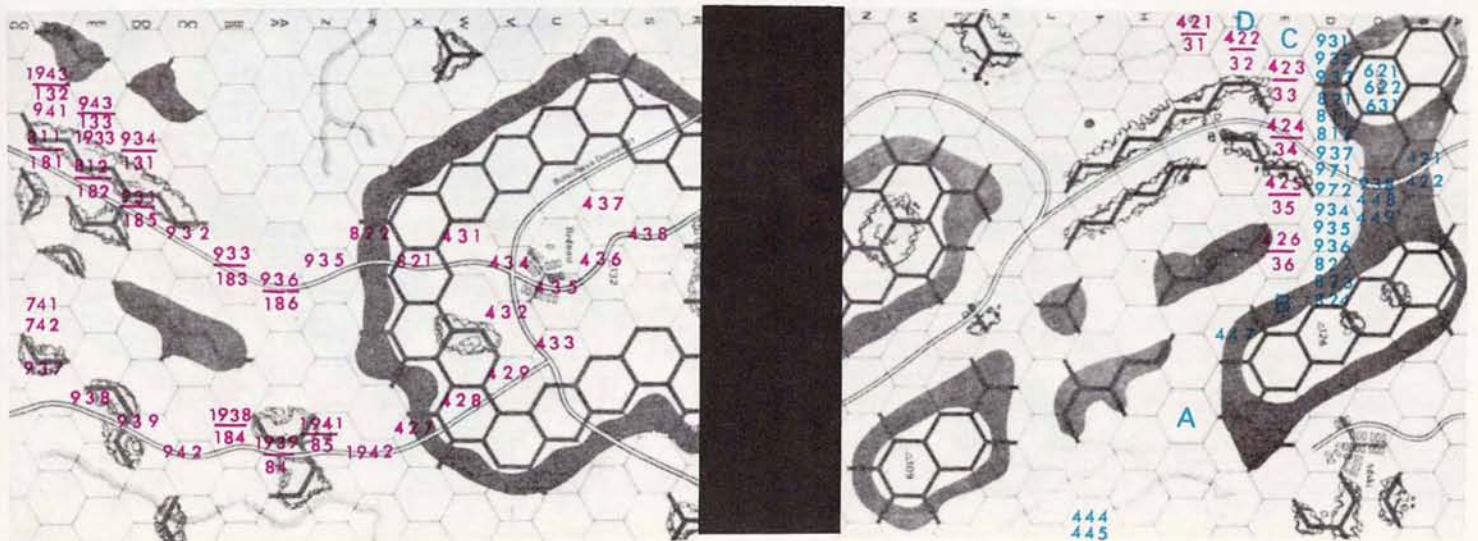
*The initial Soviet deployment on board one concedes too much territory on the eastern flank (i.e., around the region of 1E1). A better setup would be to position trucks on 1C1, 1D2, 1D3, 1D4, 1C4 and 1E4. The unit on 1C4 would prevent any German unit from reaching 1E5, while the units on 1C1, 1D2, and 1D3 would prevent any German penetration past 1J2 on turn two. Mr. Livermore's defense configuration, however, allows the attacker to thrust deep into the eastern section along the road on the German second turn. This could easily have lasting consequences, later in the game.*

*It's usually a good idea to deploy one anti-tank gun unit behind the front lines at the start of the game, as the Soviet player will need empty truck units in certain tactical situations later. I prefer to place an anti-tank unit on 1BB3 or 1AA9 away. Trucks have a difficult time reaching 1BB3, and it is a natural hole for any German flanking action in the*

**German Turn 1:** The void in the center represents the intervening board 3 as well as the extremities of boards 1 & 2. A = two Panthers, a halftrack (955,954,446) and their passengers (Rifle platoons

145,144,146). B = two halftracks (442,441) and towed guns (32,31). C = three halftracks (452,451,443) with their 81mm mortars and a rifle platoon (82,81,143). D = two Panthers (952,951) and their rifle

platoons (142,141) plus Panther 953.



*extreme northern section of the board, later in the battle. And any competent Soviet player will certainly sacrifice a unit on 1AA9 eventually. I do, however, concur with Robert Livermore's view of not unloading an anti-tank unit in the forward defense setup.*

**German Introductory Comments—**

Based upon previous experience, the Russian has a very distinct advantage unless the German player settles for the draw by not entering board #3 at any time. It appears impossible to destroy 40 Russian units unless the Russian player is completely incompetent; while having the final move permits the Russian to bring all his remaining units onto the center board. Holding the Russian to a tactical victory level (giving a tactical-tactical tie) is probably the best result the German player can hope for; even this has a probability of less than 50% (about 30-40% in my opinion). I personally enjoy playing positions with the odds heavily against me; the challenge lies in seeing how close I can come. I think, however, that a revised set of victory conditions is advisable for this situation; most people want good chances to WIN under the game conditions.

There are two distinct phases to the situation. The first phase involves clearing board #1. Assuming reasonably competent play, this will take at least 6, with bad luck 8, moves. Since the first move onto board #3 will not involve combat, the German has at best 5 moves for the more important (and more interesting) second phase—the attempt to close with and smash the main Russian force. Note that the strategy to be employed in this battle is in part predetermined by the initial move of the game—see the commentary for the appropriate move (#7) of this replay. If the German can manage to get the bulk of his force in good position and have the full 5 moves for phase #2, he has good chances for the draw. If, on the other hand, he does not enter in force until move #9 or later, the probability of a Russian victory becomes so overwhelming that I strongly recommend taking the forced (and uninteresting) draw by remaining on board #1. If not losing is of importance (e.g., in a tournament), this is probably a good idea anyhow—unless, of course, you can establish the fact that your opponent is incompetent, in which case you may be entering board #3 quite early. The German can win only if the Russian bungles badly—such as permitting the German to enter in force on or before move #5, or

taking open forward positions during the phase two battle. Unfortunately, my opponent in this game is not in the habit of playing idiotically.

**Introduction**

*Situation 10 has long been one of the most appealing scenarios for tank enthusiasts, involving a large number of armored units on both sides, and invariably resulting in a fair amount of armored wrecks. Unfortunately, most of these wrecks are German. Hence players desiring a reasonable degree of play balance in their games may be disappointed with the scenario.*

*The German player lacks both the time and degree of sufficiently greater firepower, relative to his Soviet opponent's defending force, to win situation 10. The attacker must first fight his way across the length of board one against a delaying force of Soviet trucks and anti-tank units. This operation usually takes at least half of the game (i.e., six turns), and is a tedious procedure, requiring only a minimum of competence on the defender's part, due to the difficult terrain on board one. Once this phase of the game is completed, the attacker faces a bleak prospect of success on board three. There, an entrenched Soviet armored force equal in number to the German force, will confront the attacker. Under such conditions, the victory criteria virtually guarantee a Soviet decisive victory. And an expert Soviet player, with control of the tempo of the game, can almost always hold the attacker to at most a marginal victory, regardless of the expertise of his German opponent.*

**German MOVE 1—**

As indicated, my entry with infantry loaded on tanks commits me to a certain strategy later. Otherwise, nothing difficult or unusual. It is pointless to have more strength in the west; I can't move fast enough through the gullies to make it worthwhile. All I can do is threaten to flank him and cut the road in his rear (trapping him) if he tries to hold a forward position. He might have been wiser to leave one gun unloaded—say on E3 or K2—to try to pick off a passenger if I get too close. I have to hurry (remember, I can only afford six moves), but I cannot take chances on losing tanks or infantry while doing so. Notice I have moved as far as I am able.

**RUSSIAN TURN 1—**

Here of course it was necessary to unload a gun. This situation demanded that seven holes be plugged and there were only six trucks available. Given the considerations already stated, I think the position is self explanatory.

**Turn One**

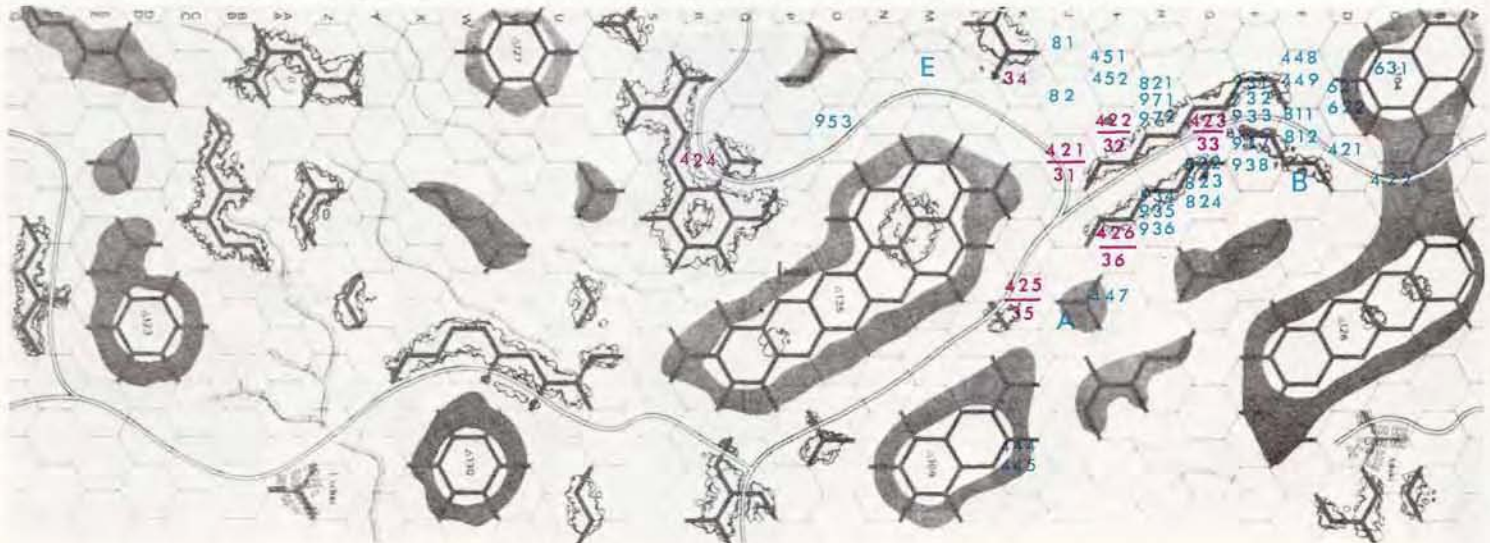
*This is a pretty standard German move, with the fast Panthers and HTs pushing on the flanks, and the slower AFVs traveling along the road. There is really no way for the Russians to stop deep penetration by German forces along the western section (i.e., the region around 1110 and 1G8), short of sacrificing some trucks on perhaps 1C8 and 1C9. And such a sacrifice would be counterproductive, as the Soviets could better use such units in the more critical center region along the road.*

*Evidently, Richard Plock intends to use his Panther-rifle units purely as forward spotters versus trucks, besides being potential outflanking units. If so, he may find it a bit awkward circumventing enemy anti-tank units at crucial chokepoints. This is somewhat unusual, as most players load rifles onto Panthers mainly for spotting purposes versus such anti-tank units. The combination of a Panther and rifle is potentially less risky than HT-rifle combinations, as anti-tank unit spotters.*

*The Soviet player has taken steps to minimize the consequences of the flaw in his initial setup. He unloaded an anti-tank unit on 1K2, and placed a truck on 1R4. This is a good move, as the German spearhead units will cut the road between M2 and O3 next turn. The defender needs the empty truck for the S1 region later. Also, any truck loaded with an anti-tank unit on 1K2 can be surrounded. Yet, the hex must be occupied, otherwise the Germans could reach 1K5, and cut off the retreat of the forward Soviet trucks.*

*The only possibly damaging error here, is that the Soviets did not occupy 1P5. No Soviet unit will be able to reach this hex next turn. So any German units on the road north of K2 will be able to penetrate extremely deep into the center of board one around 1T6. Such a move would circumvent all the road defenses, and allow the advance German units to reach the edge of board three fairly early (remember 1BB3 is unoccupied). To stop such a threat, the Soviet player would have to unload another anti-tank unit. Put 424 on 1Q4, 34 on 1P5, 33 on 1K2, and 423 on 1J4, with the other four trucks on 1G3, 1I3, 1I5 and 1K6.*

German Turn 2: The composition of groups A & B remains the same. E = two Panthers and a halftrack (951,952,443) carrying three rifle platoons (141,142,143).





**German MOVE 2—**

Again, I move as far as I can (which is not very far). Now that his gun is unloaded, I cannot expose loaded units. For example, putting my 951 or 952 on N3 gives him a 6-1 shot (automatic elimination) at loaded infantry. I am sure he would be overjoyed at the opportunity. Likewise, the stack "A" must remain behind the brown hex side. I must avoid giving him sure shots (or even 3-1 odds) if at all possible. He can get 2-1 on a mortar (which is useless for other purposes), or a 1-1 on an AFV. The odds of destroying the mortar are small, and dispersal of one does no harm; zero chance of destroying a tank. The Hummel on C2 keeps him off Q8 on his next move, while one of the Wespes will fire at his gun. The slope is preferable to the hilltop for this since I am next to the road and can move out quickly after destroying his gun. Unfortunately, the slope hex does not cover Q8.

**Turn Two**

Here, the German player shows how to successfully spot a solitary anti-tank unit, while minimizing risk, and maximizing penetration. The lack of a supporting anti-tank gun on P5 really hurts the Soviet player, as it allows three Panthers, three rifles and 443 to stroll by 34. Thus, although it was necessary to sacrifice a Soviet anti-tank gun on 1K2, that unit did not appreciably delay the German advance, or force the attacker to unload a spotting rifle.

The twin German threats on both flanks of the central road force the Soviet main line of defense to retreat to the crossroads region. 424's occupation of 1Q7 denies slope hexes 1R8 and 1Q8 to the German units on the eastern road. However, the Soviet player partially throws away this advantage, by leaving 108 open. This will allow the German stack on 1J7 to reach 1Q8 next turn. Additionally, 425 accomplishes nothing on 1U7, as no German unit can reach that hex on turn three.

A much better Soviet turn two defense would be to place 422 on 108, 423 on 1P9, 426 on 1P10, and 425 on 1Q10. Such a defense, unlike Mr. Livermore's Soviet move, would prevent any German unit from reaching 1Q8. This would also give the Soviet player the viable option of unloading an anti-tank unit on 1R9 on turn three.

If 108 was occupied, I would place an anti-tank gun on 1L7. There's no purpose in trying to preserve too many anti-tank units for turns five and six. Anti-tank units serve to slow down the German advance,

and as a threat versus armored targets and passengers. Use them! The lack of any anti-tank unit on this long stretch of road this turn will really allow the Berlin express to advance this coming turn.

Mr. Livermore picked a poor target for his 1K2 anti-tank gun. 34 should have fired at 953, not at 82. The anti-tank gun can't escape being spotted, and the mortar is obviously of no significance. But a successful dispersal of 953 would not only take one unit from the German forward advance, but would slow down all units passing along the eastern fork of the road.

**German MOVE 3—**

This is no longer so obvious. The units on the road must move first to clear a path so as to obtain this particular setup. The importance of having this precise position may develop in a couple of moves (and again it may be wasted effort). The Wespe is heading for hill 123 via the gullies and may have to be where it is now to reach there at the right time. The loaded Panthers are to be my lead units onto board #3 and cannot wait for the clearing of the road and the town Uschas. The rest of the units simply move as fast as they can, using unimportant ones where there is probable delay (e.g., east edge).

**RUSSIAN TURN 3—**

Perhaps unloading the gun on the road here might be questioned. I could still block the position without unloading the gun, and it is very likely that it will be lost, but I am in good shape with respect to the delaying action, and can afford the loss. The gun might cause damage, and could survive a turn in which case its placement hampers German movement.

**Turn Three**

With no anti-tank guns to worry about, the Germans can take a leisure motoring trip down the central road. Although the forward HTs and Panthers have moved to their MF limit, this is not true with the slower following units. Obviously, in this FTF game, the German player moved his units in "blocks", with units within stacks beginning and ending their movement with the same units.

This is a straightforward German move, but it does have hidden weaknesses. One Mk IV from the stack of 931, 932, and 933 should have gone to 1P8. For if the Soviet player decided to dump an anti-

tank unit on 1P9 on turn three, then either a Panther, loaded with a rifle on 1Q8, must fire, or 446 (on 1Q8), 445 (on 1P10), and both HTs on 1P9 would have to fire. Similarly, there should have been a tank or two on 1L8 to bring fire on any potential target on 1R9. When conducting an advance, a commander should always try to have units other than his forward spotting units bring fire on spotted hexes. This frees the forward units for movement.

A peculiar feature of this German move is that only one unit occupies 108. There's no reason not to occupy the hex to the stacking limit. As long as all units in the stack move individually next turn, the road is not blocked at the green hexside. Note that if a unit on 108 fired on a target on 1P9, the road would be blocked by the green hexside (between 108 and 1P9) for all following units.

The consequences of the mistakes made by the defender during the Soviet set up and turn one are becoming more apparent this turn. Forward German units have already reached 1U5, 1T6, and 1R7. These advance German units will eventually get behind the northern Soviet defense through 1BB3. This may be of less importance, now that the German units along the road have made good progress. Without a doubt, both advances compliment each other, and make the defender's task that much more difficult.

Well, the Soviets have finally decided to unload an anti-tank unit on the main road. However, 1U8 is a very poor position for such a unit, as it has a limited LOS, and is adjacent to several forest hexes, protecting potential spotters. A truck would do just as well on 1U8. It would be better to save the anti-tank unit for maybe hex 1X8 next turn, where it can simultaneously block the road, and support Uschas.

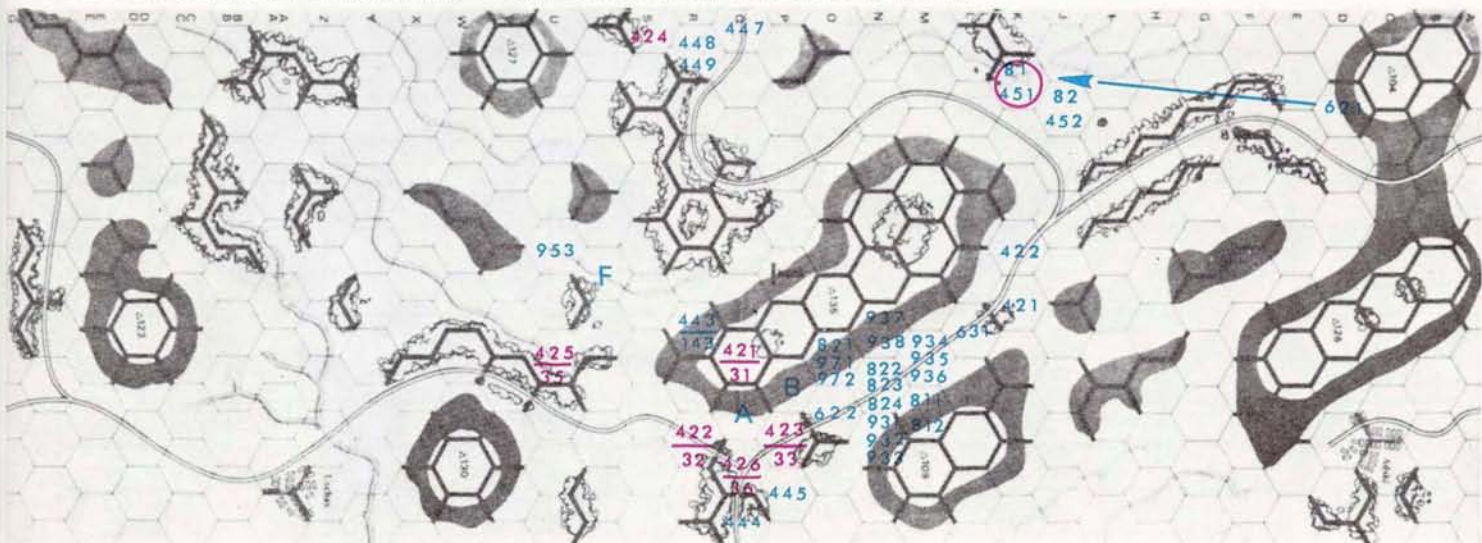
**German MOVE 4—**

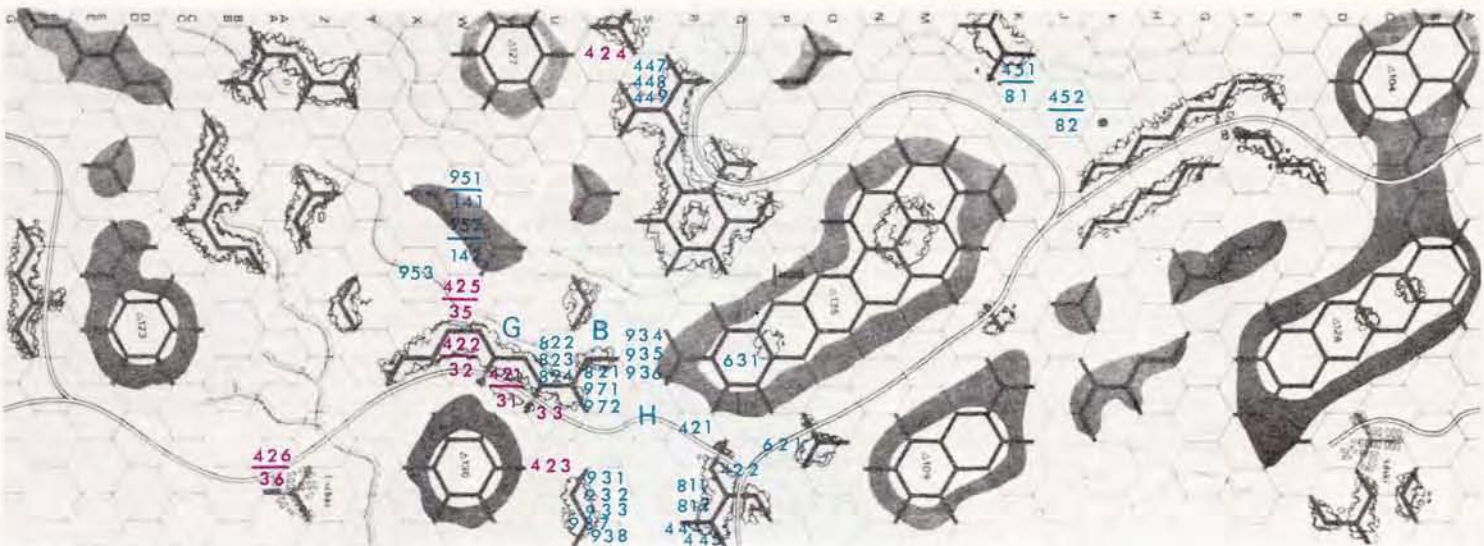
As anticipated, he used a gun to block the road. His only targets are the Tigers and SG III-75's, which have a defense of 12. This gives a 2-1 in the woods; at worst a dispersal. He will probably go after the Tiger; it is the stronger. Hence I keep them to the rear and next to the road. My lead units advance at top speed (3 whole hexes—RAH! RAH! RAH!), and the Wespe as advertised heads for hill 123. Note that had it been one hex further back last turn, it would be two further back this time—it must NOT be exposed to possible loss. The Hummel helps harass the stray truck in the east. Halftracks 443 and 444 are ready to dash to Uschas if 1

**German Turn 3:** During the Russian second turn the 76mm AT Gun 34 in K2 fired on and dispersed the German 81mm mortar 82. In his

turn, the German Wespe (621) eliminated 34 at 4-1 allowing the Germans to occupy the hex. The new group F consists of two

Panthers (951,952) carrying rifle platoons (141,142).





German Turn 4: G = two Panthers (955,954) carrying rifle platoons (144,145) and H = two halftracks (443,446) carrying two rifle platoons (143,146)

eliminate the gun. The trucks come up to be potential cannon fodder. He will probably hold Uschas strongly; it is a critical location since the one hex in effect controls the entire western access route.

**RUSSIAN TURN 4—**

This is clearly the time to unload the guns in the town, Uschas, since he can press it next turn. I hope to hold the town as long as possible. When the two trucks can be shot up or the town is about to fall, they will run for the woods and make the German chase them down.

A gun has been unloaded at square 1FF1 so that it can fire at whatever occupies hill 123, if it survives that long. The German with his "Wasp" and his "Bumble-bee" has an extraordinary range of fire from this vantage point. The gun placed might get a dispersal of one of these monsters, viz., the Wespe, or the Hummel.

**Turn Four**

The German commander here swings a sizable proportion of his forces around the blocked hexes at 1U8 and 1U9. There is nothing unusual or

surprising about this move, especially as the road could be blocked at 1X8, and will certainly be blocked at 1AA9 next turn. Additionally, the attacking units are in a position to outflank Uschas in force, if friendly units cannot successfully spot 1AA9 next turn.

There is a subtle error in this German move. Note that the only unit which can fire on clear hex 1Z9 is 952(142) on 1W5. Neither 631 on hex 1Q7, nor the triple tank stack on 1S7 can hit 1Z9. Hence, a canny Soviet turn five move would be to place an anti-tank unit and truck unit on clear hex 1Z9! 1Z9 cannot be overrun, given that the Soviets control Uschas. And 952 could only get a 2-1 odds in a combination attack versus such a target on 1Z9. In other words, the Soviet player would be virtually certain to prevent any German unit from successfully spotting Uschas hex 1AA9 on German turn five! A more foresighted German player would put a Wespe on 1N5 to deter such a move.

The actual Soviet move is a good deal more orthodox and less ambitious, with Uschas garrisoned with three anti-tank units. I don't see the need for two anti-tank units on 1Z10. The German commander is still going to have to unload two rifles to clean up the town, and if he spots 1AA9, he'll spot

1Z10 also. A better move would be to place only one unit on 1Z10, with the other anti-tank unit staying on 1X8.

With an anti-tank unit on 1X8, there would be no need to sacrifice 423 on that hex. Note that the anti-tank unit on 1X8 could still hit the crucial spotting hex 1Z9 with its maximum AF. And 423 could be better used on hex 1BB6. The Soviet player has committed a mistake by leaving 1BB6 unoccupied. A truck on 1BB6 could still reach the FF row forests in one move, if 1BB6 became spotted. As it is, the German forces have a clear path to the northern edge through 1BB6.

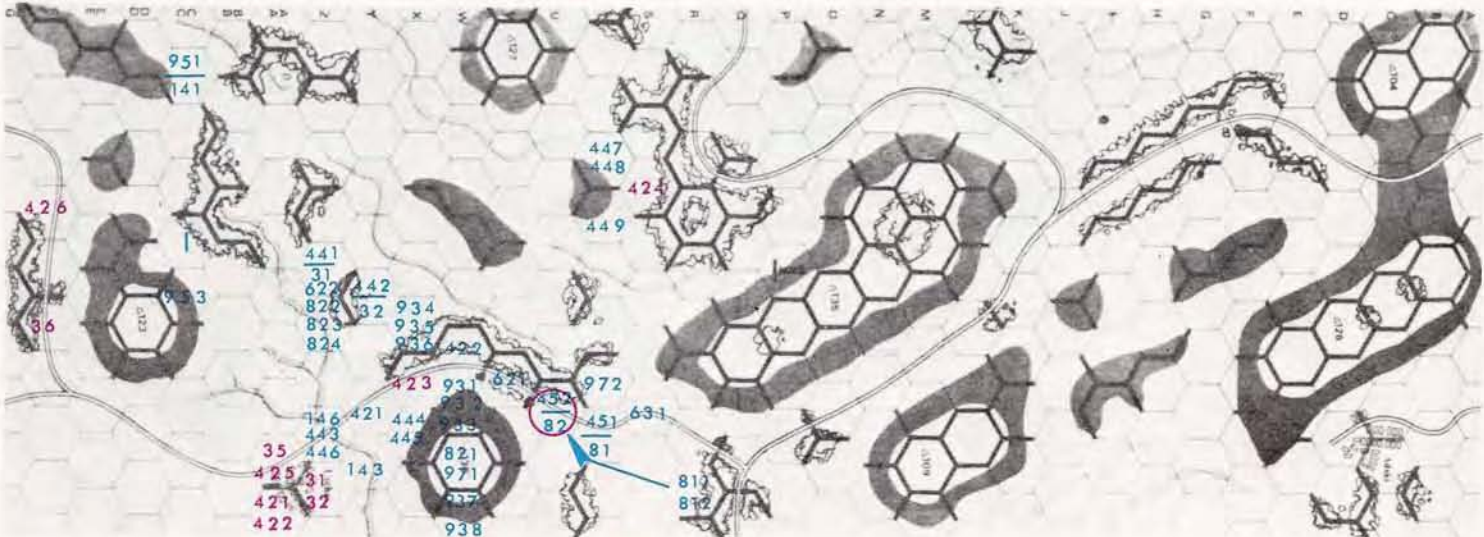
**German MOVE 5—**

More or less as expected. My rifle units will serve to spot the guns in the town. I add both halftracks to one of them since, if he attacks the stack as one battle, his attack factor is halved. A careful reading of the rules indicates he cannot lump the two halftracks into one battle with the infantry as a second. Our interpretation is that it is either one battle, or three completely separate ones. I have a chance of clearing the town next turn (42% chance of clearing the critical hex AA9 by gunfire). I think his last gun would have been better placed on FF5

German Turn 5: During the Russian fourth turn the 76mm AT Gun 33 dispersed the Tiger 972 in T8 at 2-1. In his turn the German

Marders (811,812) destroy the unit at 4-1 allowing the hex to be occupied in the German move. I = three Panthers (952,954,955)

carrying rifle platoons (142,144,145).



(rather than FF7) since I can now take open positions in the east with my loaded units. My hurry with the Wespe may be to no avail; I cannot get on hill 123 until the gun is eliminated. I have to use three halftracks to get the truck, otherwise it hides on S3. The only units he can get good odds against are not critically important. A point to note is that I could not be any further this move even had I taken unreasonable risks, and I am still not in a position to enter board #3 next move.

Turn Five

The Germans continue their push through the unguarded 1BB3 and 1BB6 approaches to the extreme northern edge of board one. A large concentration of armor is positioned around the 1Y6 region. Here they can move directly through the 1BB6 route, or use the quicker Uschas road to board three. Simultaneously, the attacker has deployed potential spotters adjacent to 1AA9 and 1Z10, in an effort to spot the Uschas road hex. A good indication of the importance of this town hex is the presence of unloaded German rifle units for the first time in the game.

Note that both players are using the following interpretation: the number of DFs of each target type (i.e., armored and nonarmored) determines predominance of target type, for combination attacks versus mixed stacks. Hence, the stack on 1Z9, composed of two HTs and one rifle, and evenly divided between armored and nonarmored DFs, is considered a nonarmored target overall, according to this criteria. As a result, the Soviet player, with three firing anti-tank units, can only attain 1-1 combat odds in a combination attack versus the triple stack on 1Z9. And the defender here cannot legally execute three multiple attacks versus the three individual units in the stack. That's because he cannot attain the minimum 1-1 odds prerequisite for such an attack, when firing against the rifle.

The defender is very rapidly running out of room on board one. Fortunately for him, the Soviets successfully execute the 1-1 combination attack versus the triple German unit stack on 1Z9. Consequently, 1AA9 will remain under Soviet control, and the swamp road denied another turn from the attacker. The anti-tank guns on 1Z10 however, will be subject to a 4-1 shot next turn, as they are spotted by the solitary rifle in gully hex 149. Realizing this, the defender evacuates his two other

trucks from 1AA10 to the FF row forests. This saves them from a possible CAT in Uschas, and reinforces the blocking position in the FF row area.

The Soviet player does leave a truck with his single anti-tank gun on 1AA9. The only advantage in doing this is to protect the hex against two CATing rifles—i.e., lowering the CATing odds from 3-1 to 2-1. But with 146 dispersed, only the gully rifle, 143, will be able to participate in any CAT next turn.

German MOVE 6—

Too bad, I was hoping to shoot both the stacks in the town; I had a 50% chance. However, I did get the two guns and the truck blocking the road. (The truck in the woods is of significance only insofar as it is a dead unit towards my count.) My placement is not optimum, but I could not count on dispersing his gun. I needed to clear the town completely to achieve best locations; now I must go through the mountain hexes. I must knock out the gun in the town next move to have good chances; I will use the Marder for this. Had I cleared the town this turn, I would be in good shape. I have to enter next turn, town cleared or not.

Turn Six

The German advance east of Uschas continues, with contact established with the FF forest Soviet units. This should be "meat on the table", as these luckless defending units have nowhere to escape. The attacker has positioned his units to stop any Soviet units from infiltrating back behind the German advance. And no board one Soviet unit can run northwards onto board three, until after the Germans enter that board.

Herr Plock is also exerting maximum pressure on the Uschas survivors, wiping out the two anti-tank units on 1Z10, and moving up attacking units adjacent to the unspotted enemy units on 1AA9. Those defending units left in Uschas will be subject to a 4-1 combat attack the next turn. And so, with reasonable luck, the main Soviet force around Uschas will be able to advance through the swamp road onto board three next turn.

To be continued next issue . . .



German Turn 6: During the Russian fifth turn the Russian used an incorrect rules interpretation agreed upon in advance by both players to make a combined 1-1 attack with his 76mm AT Gun (31,32,35) on adjacent hex Z9 containing two halftracks and a rifle unit

(146,443,446) resulting in a dispersal. In his turn the German destroys AT Guns 31 and 32 in Z10 at 4-1 with a STGIII (821) allowing German occupation of the hex. Likewise MkIV 931 destroys the truck in X8 at 4-1 to allow German occupation. Halftracks 448 and 449

destroy truck 424 in S4. Rifle unit 143 CATs the remaining truck and AT Gun in AA9 at 1-1 yielding a Dispersal. K = halftrack 451 carrying an 81mm mortar plus truck 421 and Tiger 971. J = two halftracks (452,442) carrying a 75mm AT Gun and 81mm mortar (32,82).



BINDERS

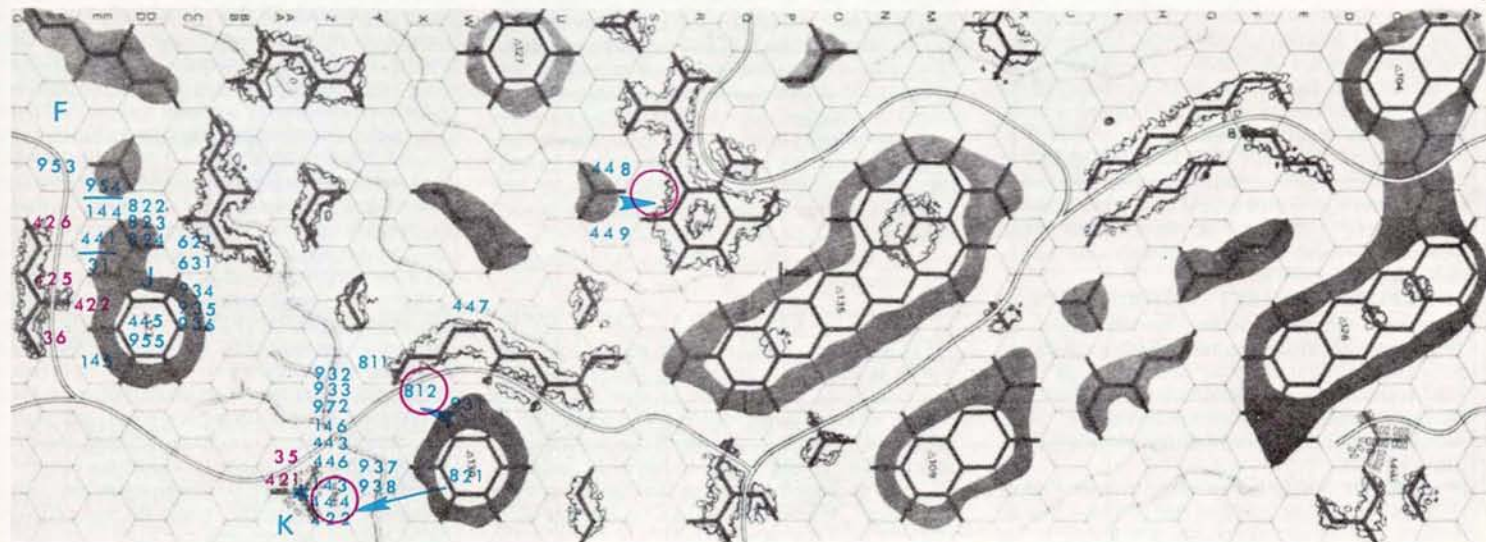
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Jonathan Lockwood has been a wargamer of the classic school for a long time as evidenced by his four straight fourth round eliminations in each of the AH CLASSIC 500 tournaments in the first four ORIGINS. His "classicist", or "perfect plan" if you prefer, approach to 1776 will be serialized in three parts of which the following comprises the introduction.

1776 is a wargame employing many new design features which set it quite apart from classic AH games of a similar period in history. The feature which I find most striking is the interchangeability of units of varying combat values. That is, 5 1-7's or 1-8's are just as potent a fighting force in sustained combat as a single 5 factor unit. The most beneficial effect this has is to eliminate strategies and tactical placements based upon a combat unit's numerical value, as in WATERLOO. (EXAMPLE: Steinmetz is ideal for holding the center of the Quatres Bras heights because it is an 8-4. OR: PAA cavalry units are excellent as delaying units because they are 1-6's).

**COMBAT RESULTS TABLE:** If one were to remove the extreme ends of the table, (0-3 and 7-10) combat would become a very staid affair hauntingly similar to that in 1914. (And about as dull). However, throw in AH's Tactical Results Matrix and things are livened up quite a bit. The decisive edge in combat now turns, not quite so much on the single roll of a die, but on how well one can gauge his opponent's probable tactical maneuver and reply with an appropriate tactical countermeasure. An analysis of these tactics follows:

**FRONTAL ASSAULT:** Actually a rather conservative tactic, this is most effective against a numerically inferior force (3-1 or better. It can also serve as the decisive riposte to an opponent who attempts to break off combat prematurely by withdrawing. (Add 3 to die roll.) It also has the advantage of limiting your own risk, since no matter what your opponent does, you can lose no more than 2 from the die roll (with the exception of militia fighting Regulars.)

**RECONNAISSANCE IN FORCE:** This tactic is exactly what its name implies. It is simply a more cautious type of frontal assault. While the potential risk to the attacker is somewhat lessened, the potential gains are also limited. This tactic's chief value lies in its use as a probe to gain information about your opponents' tactical inclinations without as much risk of getting burnt.

**ENFILADE RIGHT AND ENFILADE LEFT:** These tactics consist of simple flanking maneuvers against your opponent's left or right. While possibly very rewarding, they carry potential disaster unless you have become very familiar with your opponents' habits in combat.

**REFUSE THE LEFT AND RIGHT:** These maneuvers are risky countermeasures against an enfilading force unless you have a fairly good idea of which side of your line your opponent likes to go for. As the attacker, these maneuvers are useful for curing a defender of counterattacking your flank too often when used in conjunction with the frontal assault.

**STAND AND DEFEND:** A conservative defensive maneuver entailing not as much risk as refusing a flank or withdrawing, it is similar to the

# THE 1776 THESIS

By Jonathon Lockwood

reconnaissance in force in that its potential gains are also limited. As the attacker, you will find little use for this tactic except as an occasional substitute for the recon gambit.

**WITHDRAW:** Here is the tactic that can prove to be the American's game-saver. Taking a careful look at the Tactical Results Matrix, we find that against every tactic except Frontal Assault, a withdrawal will break off combat with no tactical advantage gained by your opponent! (Exception: A Recon maneuver will add 2 to your opponent's die roll.)

Of course, the greatest danger involved in this choice lies in the possibility that your opponent may choose to launch a frontal assault, in which case he adds 3 to his die roll, and you get burned again. One method of countering this possibility (If you know that your opponent is fond of frontal assaults) is to launch an enfilade right or left in response to his expected frontal assault. Since this subtracts 2 from his die roll, this will cause him to think twice about using the same tactic again, especially in a critical 1-1 or 3-2 battle. Sooner or later he will become tired of getting burned on a frontal assault and will vary his tactics. That is when you can attempt to break off combat through withdrawal. Of course this knowledge can work to the British commander's advantage as well, by patiently slugging away at the American hoping to crush him if he attempts to withdraw.

**SPECIAL UNITS:** Supply units in 1776 are fairly similar to those in AFRIKA KORPS, with the exception that your supply unit must be in the same stack as your attacking combat units. Where only one side has a supply unit, that side pretty much holds the initiative. Where both sides have supplies, it is a matter of personal choice whether or not to withhold supplies. An example of this kind of situation follows:

Suppose a British force of 10 factors attacks an equal force of American Continentals. Both sides are supplied. According to the rules regarding supply, a given side may employ supply once during a combat phase without having to remove the supply from the board. The British player does not have much flexibility here. He has to use his supply or fight at half strength. For the American, however, there are interesting alternatives. He can use his supply to repel the first attack, hoping to discourage the attacker. Failing in that, the American can withhold supply the second time around, trying to break off combat from the British. This move is not as foolhardy as it may seem. 2-1 odds for the defender does not necessarily mean certain destruction for the Americans. Furthermore, in order to achieve those odds, the British player must use his supply a second time, leaving him without supply in succeeding turns. If the American succeeds in breaking off combat, he will still have his supply unit and be able to counterattack the British, who are now forced to defend at half strength!

**ENTRENCHMENTS AND FORTIFICATIONS:** These units are invaluable to the British as an aid in consolidating their control over strategic towns. Forts must be used to securely control an area against incursions by either side. It also helps if your forts are supplied, since it doesn't make too much sense to build a fort in the first place if lack of supply is going to cancel out its advantages. Where forts are not readily available, and you are conducting a buildup of forces in the

area for an extended period of time, entrenchments are practically mandatory. While not affording as much protection as a full fledged fort, they are easy to construct even when there are no supplies.

**MAGAZINES:** Invaluable on defense, since a magazine cannot be exhausted as a source of supply, and hence is never removed from the board unless captured or destroyed. It also has the advantage of conversion, it being possible to convert a magazine into a mobile supply unit and use it in mobile combat the same turn. A good use for the British is as a permanent supply source for a critical fort.

**ARTILLERY:** This is a rather clumsy unit to use in mobile combat unless the fort is nearby or the unit itself is transported, the artillery unit serves as an added enhancement to a defensive position by decreasing the die roll of the attacker 1 for every artillery unit present (Unless the attacker has artillery units to counterbalance this). Artillery units are the slowest moving pieces in either army, and share with the supply unit the additional disadvantage of not being able to force march. They are useless against troops in the open, so an artillery unit's usual proper place is in the home (fort).

**BATEAUX:** The transport that makes possible for the American adventures that he otherwise would not dare think about. Things such as the invasion of Canada, for instance. Unless you leave an escort behind for protecting these fellows, they become easy prey for some die-hard enemy factor. This is a must optional rule if you want anything like a balanced game in certain scenarios, and especially if you want realism in the campaign game. They do have an advantage over trucks in PANZERBLITZ in that a bateau can dump its cargo and run, provided there are no enemy combat troops in the area where it unloads.

Most of the foregoing analysis is to provide background for the wargamer who usually does pretty well in the beginning stages of a game, but who always seems to get beaten by an opponent who finds some little quirk in the rules and turns it to his advantage. Now we shall see how this analysis can be applied in the various scenarios and in the campaign.

## SCENARIO #1: INVASION OF CANADA—1775

**AMERICANS:** The colonists indeed have a hard row to hoe in this scenario if they want a victory. A more attainable goal is a draw, since freeing St. Johns, Montreal, and Quebec of all enemy combat units requires either an imbecile for a British commander or ungodly luck with the die. The rules which give the Americans a chance are the Forced March and bateaux. Simply load all five RM, supply, and artillery units into the two bateaux provided at Ticonderoga and sail away. To where? St. Johns is a possible target, but the three factors in the fort are supplied by adjacent Montreal, and therefore doubled. 1-2 odds, even adding one for the artillery unit, (which is immediately cancelled out by the presence of British Regulars) simply do not warrant a long siege of St. Johns. The 1 BR and TM guarding the magazine at Montreal is a better target, since once the magazine supplying St. Johns is captured, the units in the fort will be unsupplied, and their defensive advantage nullified. However, the most daring move is to sail with the bateaux straight for Quebec! It is unmanned by British Regulars, therefore the militia do not suffer the usual penalty in engaging the Tory garrison. 2-1

odds can be obtained against the fort, and you quickly take out the major stronghold for the British. The troops at Ft. Western should force march straight for St. Johns and prepare for a climactic finish. The worst the Americans should do is to draw.

**BRITISH:** If the Americans make a sudden dash for Quebec, force march 2 BR to Quebec in an effort to beat them there. Failing in that, force march all reinforcements toward Montreal and try to smash the separated Americans before they can unite. If you should lose all 3 cities to the Americans turn in your Brown Bess.

#### SCENARIO #2: SARATOGA CAMPAIGN—1777

**BRITISH:** The British forces at start are confronted by scattered American forces. On the first move the British should seize every opportunity to crush a fair portion of American strength before the colonists succeed in withdrawing out of reach to threaten your occupied cities at game's end. For a British victory is dependent upon whether the American can seize one of your vital towns for victory, (New York, West Point, Ticonderoga) OR two of either of those three towns or Fort Stanwix, Albany, and Philadelphia. On turn 1 as much of the British force at St. Johns as possible should move on Ticonderoga, whether by Bateau or force march (preferably the former). If you can't get 3-2 odds on the fort the first move, besiege it until the rest of the force at St. Johns catches up. West Point and Ft. Constitution should be crushed immediately at 4-1 or better. Send a modest force to sea to threaten Philadelphia. What you can't attack immediately, threaten by force marching a force toward it. What you must keep in mind is that for the first two British turns, you outnumber the American 2-1. Use that superiority to flush the colonists out of the area, and then entrench, keeping a mobile force busy pursuing and harassing the Americans. The last turn is critical, as you must anticipate where your opponent will strike and move your mobile force there to meet him. Then when the colonists attack, YOU can now choose the proper moment to break off combat and win!

**AMERICANS:** This is a classical exercise in how to win by running like a jackrabbit. You are initially confronted by numerically superior, concentrated British Regulars. Where practicable, you should avoid combat. Wherever possible, you should break off combat if the British force is on you. (Bearing in mind, of course, the ever present possibility of your opponent catching you with a frontal assault). Philadelphia is the city in a most vulnerable position for a hit-and-run raid. It can also serve as a good place for a concentrated American as it has few easy avenues of approach for the British. Terrain and an aggressive British player will often dictate that you have two, and possibly three striking forces in being. Simply staying out of reach is not enough. You must continually force march, threatening a different city each time, or attacking a city in order to draw the striking force of the British in that direction. Try not to be drawn into prolonged combat before the last turn, as this just plays into the hands of the British. Your last turn decides your victory or defeat. When you do attack, remember that it is in the British interests to break off combat.

#### SCENARIO #3: GREEN'S SOUTHERN CAMPAIGN—1780

**BRITISH:** In this situation the British are really hurting. Although the American forces confronting you are scattered over much of the board, the use of the inverted decoys by the Americans in conjunction with the special Rain rule is going to make effective

pursuit of the colonials next to impossible. In addition, you do not have a decisive superiority in numbers (19 British and Tory factors to 15 American, not counting the two CA reinforcements). This means that you must, in effect, go on a "search and destroy" hunt against suspected colonial positions on the first two or three moves in order to do any damage to the Americans before they can retreat and reassemble. It is suggested that you give priority to the Continental troops around Cheraw, and if possible, Thickety Fort. Once these are eliminated, the remaining militia must wait for CA reinforcements on turn 4 or else fight you at a disadvantage.

On your last turn you should either be entrenched or fortified in Savannah, Augusta, Camden, Charleston, and Ninety-Six. Forget about Hillsboro. You simply do not have the troops to adequately defend six cities, especially since you will probably have only one supply if you succeeded in destroying the Continentals at Cheraw. If the Americans cannot reach a town even on the last turn by force marching, abandon it. You simply have to make sure the American can't reach it. As in the Saratoga campaign, it is in your best interests to break off combat when the Americans attack, bearing in mind that the American commander will realize this also. Just keep in mind the axiom, "He who defends everything, defends nothing."

**AMERICAN:** This situation is a draw at worst for the Colonists, and possibly a win. As at Saratoga, you should strive to keep from becoming embroiled with the British in the early going. Your biggest aids are going to be rain and your decoys. You should be force marching every turn to stay out of reach and withdraw to Charlotte to pick up reinforcements and occupy Hillsboro if you have not yet done so. As soon as possible (turn 4 at the latest) move toward the five cities with your assembled forces and supply(s). The later you wait to move, the fewer cities you will be in range to attack on turn 5, making your opponents' job on defense easier. You hold the key to victory on turn 5!

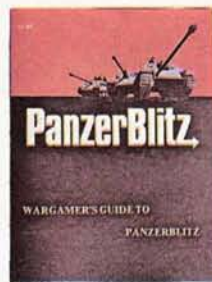
#### SCENARIO #4: VIRGINIA-YORKTOWN CAMPAIGN—1781

**BRITISH:** Besides being the longest of the 4 scenarios, (9 turns) this is the only scenario where the British have to contend with a numerically superior Franco-American player (FA for short). At the start there are relatively few forces on either side, which is good for the British as what few colonials exist are located in Baltimore (Exception: 1 RM guards the commerce counter at Petersburg).

For the first 6 turns the British have numerical superiority over the FA. It should be a simple matter for the British to be able to destroy the commerce counters at Charlotte and Petersburg simply because the FA must force march 6 MP to temporarily stop you. The attendant risks in force marching that far, (especially with a 1/6 chance of success) the possibility of losing half your force and also being without supply, make it more likely that the FA will concentrate on delaying your destruction of the other two counters at Richmond and Charlottesville. Even so, your additional reinforcements should enable you to destroy the remaining counters and prepare to face the FA threat on turn 7. One of these preparations should be the construction of a fort at Portsmouth. The main reason is that after the destruction of the commerce counters, the sole British objective is preservation of the army. The FA should be able to get no better than 1-1 odds on your position, adding one to the die roll for the advantage of the extra artillery unit the FA will have. (It takes one artillery unit to construct a fort, among other things. See rules under fortifications.) If you don't think the FA

is going to roll a "no effect" in about 2 dozen die rolls . . . on turn 9 you receive your biggest reinforcements. That is when you move your entire combat force (excluding Arty. units) well into the area defined by the scenario for victory and await the FA. When the FA attacks, provided you have your 2-3 ratio, you again play for the proper moment to withdraw and win!

**FRANCO-AMERICAN:** First on the list of priorities for the FA is delaying the destruction of your commerce counters for as long as possible. Of course, this would require that you stand and fight instead of run as in previous scenarios. Nevertheless, you must take your chances. Would you prefer rolling the die for 2 dozen turns or less? I didn't think so. Should you fail to prevent the destruction of the counters, try to destroy his construction of his fort, as that is what enables him to stand up to you in equal combat at all. Should you succeed, remember that the British will try to break combat if he has his 2-3 ratio in combat points.



#### PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the *GENERAL's* many articles on *PANZERBLITZ*—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to *PANZERBLITZ*", it initiates and may very well end the "Best of the *GENERAL*" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 Maryland residents add 5% state sales tax.



# A FIGHT TO THE FINNISH

DIPLOMATIC STRATEGY IN THE FAR NORTH by Tom Hubbard

Walter Buchanan, our resident DIPLOMACY editor, has picked Tom Hubbard's article to serve as the first pure study of game tactics to appear in the GENERAL on this relatively recent acquisition. This is high praise indeed for Mr. Hubbard when you consider the hundreds of articles which have appeared on this classic game over the years. Walt Buchanan has seen them all and chose this selection which first appeared in the first issue of Buchanan's DIPLOMACY WORLD.

The Scandinavian provinces consist of four supply centers: St. Petersburg, Norway, Sweden, and Denmark, as well as one non-center, Finland. These five spaces form a distinct, separate, and easily-defended block of centers, control of which is virtually essential to the victories of three players, and virtually unobtainable by the other four.

St. Petersburg and Denmark are the only spaces that may be attacked by armies from the outside. A land attack must therefore be channelled through one of these two provinces. And yet, St. Petersburg only borders on two inland provinces, while Denmark only bounds one. A player whose forces will be composed mainly of armies, then, must send them into this area quickly, or he could easily find his approaches blocked.

Fleets, thus, are essential to the capture of this area. Every land province borders on at least one sea space, while Denmark borders four. Moreover, every space in or adjacent to these provinces, with the sole exception of Moscow, may be occupied by a fleet. A player who finds his land approaches blocked might still be able to convoy his armies into position.

Russia is obviously the most disadvantaged player here. He has only one center in which to build fleets, compared with Germany's two and England's three. He is perhaps most likely to need his units elsewhere, which will in turn necessitate his building armies instead of fleets. He has little cause to ally with either England or Germany, since a pact with the latter would limit his frontier, while an English alliance will require Russia to send armies through the Polish Corridor, dangerously neglecting his Balkan flank. French neutrality is also desired, since a three-way anti-Germany pact will result in minimal profit and much waste of time in sending the victorious armies elsewhere. Russia has potential in the North, but his advantage will decrease with time. Either Germany or England will wax as the other wanes—or they might be cooperating against France, which means they'll probably take the Russkies on next.

The standard anti-English opening of F StP-Bot, A Mos-StP can be expanded upon in the fall with A StP-Fin and F Bot-Swe. If the English have fallen for the feint and supported their move to Norway, they are left with only one build, which makes them strategically vulnerable to the French or Germans. Even if the English do second-guess the move, a fleet built on the North Coast of St. Petersburg can effectively guarantee Norway and can almost insure no further English progress in Scandinavia. If another player in the South can be induced to prevent English incursions onto the

Continent, Russia can then concentrate fully on the Balkans, and worry about Denmark when it suits him.

Of course, there is a serious risk here that every Russian player should know about—namely, Turkey and Austria. The Balkans are inevitably a source of contention with players quick to take advantage of another's weakness. Perhaps the best tactical complement to the above moves would be a prearranged bounce in the Black Sea, and Ukraine instead of Galicia, so as not to antagonize the Austrians. Tactics alone, however, can guarantee nothing. This set is fairly risky, though safer than some which have paid off, and should under no circumstances be tried unless the Russian is *sure* he is secure in the South, and that at least one of the other players will have Italy to contend with. Diplomacy, the name of the game, is far more valuable to a player than any amount of tactical skill.

As far as Scandinavia is concerned, Germany is the second weakest player of the three (or the second strongest, if you're Germany). You can, if necessary, build two fleets in home centers second-closest to the action. Your traditional first-year center, Denmark can be knocked out by a supported attack in 1902 (but then, Russia fears the same). You can better afford to wait, though, if a stalemate can be maintained in the North. If you'd rather soften the French up first, this can be done—and will help your chances in Scandinavia if you remember to build at least one more fleet. You can probably count on English aid for both of these plans. On the other hand, an attack on England is probably the best way to throw these provinces away. Russia will want to get in on the action, and even if he takes your side, he'll still want Norway. He'll be able to hold it, too, while using the extra unit elsewhere. By the time England's been dealt with, you may be too late to knock out the Russians. An English campaign will build up your navy, though. I don't mean to say that it's impossible to take all of Scandinavia if England is attacked first, but I do believe an attack on England to be the German strategy most likely to cost you Scandinavia.

The first-year opening most favored by the German with designs on Scandinavia is the "Baltic Opening." In the spring, you move F Kie-Bal and A Ber-Kie. The safest southern move is probably Mun-Ruh, as you want, if at all possible, to guarantee yourself a second build. Then, in the fall, send A Kie-Den, F Bal-Bot and A Ruh-Hol. This should give you two more centers, with at least one of them guaranteed. The army in the Ruhr can also drop back to cover Munich—supported from Kiel if absolutely necessary (i.e., if there are unfriendly units in both Burgundy and Tyrolia). Assuming all goes well, though, the armies in Holland and Denmark reassure the English, whose fleet Norway is of obvious value.

The Russians, who have probably opened with the Gulf of Bothnia, are given two poor alternatives for the fall: either Sweden or the Baltic. If they try the latter, nothing moves, but the German gets two builds and can guarantee himself Sweden next year. If the Russians try to take Sweden, they get a build but a supported German attack can take it away, while the fleets in Norway and the Gulf of Bothnia can press St. Petersburg. A second German fleet can cover the Baltic and later convoy units east.

England is usually more willing to work with Germany against Russia than vice versa. Germany can also be of help against France, while the conquered German homeland could easily become the setting for a Russian-French stab. Germany can also be more easily kept under control by the English, and if necessary, England and either Austria or Italy can limit German growth once France and/or Russia have been dispatched.

When England looks at Scandinavia, she sees an "exterior," composed of Norway, the Skagerrak, and the North, Norwegian and Barents Seas. These spaces she effectively controls. But the "interior" spaces, Sweden, Finland, the Gulf of Bothnia and the Baltic Sea, must also be considered. To get from one to the other is often tricky, but there are ways. The three spaces that fleets can pass through, Sweden, Denmark, and Kiel, are certain to be well protected by their owner. Of these three, Sweden is generally the most susceptible. A gullible German may agree to support the English (in exchange for Belgium or some such), not realizing that he is eventually going to regret that. An army convoyed to Norway, and then dropped to Finland is another way of getting into Sweden. If the Englishman can time this properly, he can frighten/force Russians to support St. Petersburg in holding—and not cutting the Finnish support for F Nwy-Swe. Even a single fleet "inside" Scandinavia is of immense value to the Britons—and a serious threat to both of the others.

Three coastal centers, two fleets at the game's outset, and an unexposed position give England an overwhelming advantage in Scandinavia. If France and Italy can be persuaded to fight each other, the North is as good as taken.

Both Germany and Russia would be far happier to ally with England than with one another. Germany can cooperate with England in two directions, while Russia can mount a land offensive through Poland while England makes an amphibious attack. Thus, neither of them will get in each other's way.

There are actually two different English openings, both of which are known as the "Churchill Opening." The first is F Lon-Nth, F Edi-Nwg, A Liv-Yor; the second sends Liverpool to Edinburgh. Each of these has its own merits, but I will discuss only the first here, since it adds a modicum of safety to a God-awfully risky fall sequence.

There are about a zillion things that could go wrong, and if you get nailed unexpectedly, this plan could leave you pretty badly exposed. In Fall 1901, send F Nwg-Bar, and convoy A Yor-Nwy. This gives you one, count it, *one*, build. However, it virtually guarantees you St. Petersburg, and will probably cost the Russians Sweden as well. It also forces the Russians to build in St. Petersburg, which isn't the best thing in the world for England, but which ought to make someone else grateful.

I see the main drawback to this plan as the need for a rock-solid alliance with Germany. If Italy goes for Serbia, the Germans will need to put considerable first-year pressure on France. A Ruh S F Hol-Bel in the fall should, at the very least, keep Belgium open and limit the French to one build. If the Germans do get Belgium, there is a neutral center tucked safely behind the lines for England to take later, plus the added available support into the Channel. One army in Denmark, plus some skillful

diplomacy should lull Russian suspicions long enough to swing something up North. Germany can do quite well by this plan, in fact.

The Russians could throw things awry by moving A Mos-StP. This would force England to gamble on the supported Convoy. Failing to take the Barents Sea early could seriously jeopardize Norway, the only English beachhead. If the Russians have gone to Finland and built another fleet, the English could be in serious trouble, and must of necessity depend on an attack on Warsaw or Sevastopol to distract the Russians. A German move on Warsaw could be a nice ace-in-the-hole, or failing that, the Turks or Austrians wouldn't be likely to miss such an opportunity.

A French move to the Channel could also throw the plan off, but would not injure the English badly. The army in Yorkshire could cover London while Belgium and Norway are taken, with Russia forgotten for the moment. The English could simply shift strategies and concentrate on France first, while gradually building up in the North.

England can afford to wait and take Scandinavia when he and the rest of the board are ready. The German can sometimes do likewise, but must be much more careful as he may not be able to spare the units to make his move when he wants to. The balance can easily be tipped and spoil the German's

chances. Russia can do quite well in an early blitz, but if he tries to wait, his chances fade rapidly as the other two become stronger. Still, Russia must tend to his southern flank first and may not be able to spare the units in time. It is possible, especially for Germany and Russia, for a player to win *without* controlling all four of these centers, but not likely. A great number of tactical options are possible, both at the game's beginning and at any time thereafter, but essentially they all consist of getting as many units into the area as possible, with heavy emphasis on fleets.



**BEST SELLER LISTS**

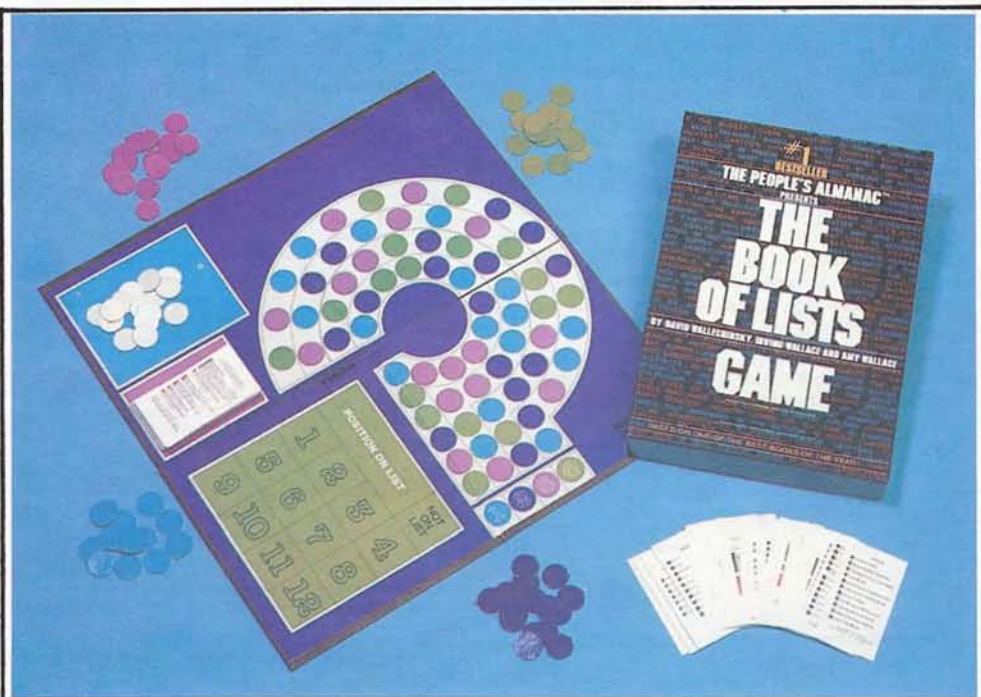
As is our recent custom, we proudly present the sales rankings for the Avalon Hill game line based on totals for our 1978 Fiscal Year which began in May '78 and ended April 1979. Titles indicated by an asterisk indicate that they were not available during the full fiscal year due to recent introduction. Figures for the ALL TIME list include all versions of the game sold to date which in some cases (GETTYSBURG, D-DAY & FOOTBALL STRATEGY) may include as many as five different editions. Titles are placed on the ALL TIME list only after having sold in excess of 100,000 copies while under Avalon Hill ownership. Sales rankings do not include sales made while in the hands of a different publisher.

**1978 AVALON HILL BEST SELLERS**

Rank	Title	1977 Rank
1.	FACTS IN FIVE	1
2.	SQUAD LEADER	13
3.	STARSHIP TROOPERS	2
4.	OUTDOOR SURVIVAL	6
5.	PAYDIRT	17
6.	ACQUIRE	5
7.	TWIXT	11
8.	PANZER LEADER	7
9.	THIRD REICH	4
10.	UFO	—
11.	SUBMARINE	—
12.	FEUDAL	18
13.	DIPLOMACY	10
14.	FOOTBALL STRATEGY	—
15.	ASSAULT ON CRETE	—
16.	CROSS OF IRON*	—
17.	LUFTWAFFE	14
18.	RAIL BARON	20
19.	TACTICS II	15
20.	PANZERBLITZ	8

**ALL TIME BEST SELLERS**

Rank	Title	1977 Rank
1.	PANZERBLITZ	1
2.	OUTDOOR SURVIVAL	4
3.	LUFTWAFFE	3
4.	BLITZKRIEG	2
5.	FACTS IN FIVE	—
6.	PANZER LEADER	6
7.	THIRD REICH	10
8.	TACTICS II	5
9.	GETTYSBURG	9
10.	MIDWAY	7
11.	FOOTBALL STRATEGY	—
12.	BATTLE OF THE BULGE	—
13.	AFRIKA KORPS	—
14.	D-DAY	—
15.	STARSHIP TROOPERS	—
16.	1776	—



**THE BOOK OF LISTS GAME**

**BASED ON ONE OF THE BEST BOOKS OF THE YEAR**

Now a GAME by The Avalon Hill Game Company, world's #1 publisher of strategy and leisure time games!

The "BOOK OF LISTS" game is both a strategy game that can be played in an atmosphere of cutthroat competition or at a leisurely pace among friends and at parties! Whichever, the focal points of the game are the same lists appearing in the #1 bestseller book of the same name. Each list plus new ones not in the book, appear in the game on cards, but in random sequence so you—the player—don't know the real-life order of preference.

Win with knowledge, intuition, and a bit of bluffing... The object of the game is to correctly guess the exact ranking of a particular item. For example, let's assume you draw the card that lists "14 Worst Human Fears". A roll of the dice might require you to state where "flying" ranks. You might therefore play your chip to indicate you think "flying" is the 3rd worst human fear. Other players do likewise, betting on the ranking of "flying". The answer is then revealed by a flip to the answer side of the card. He who guesses right wins the pot. (*Fear of flying happens to be the 8th worst human fear.*)

**Lists on every subject imaginable...**

Let's you think the game plays itself out once you run through the cards, think again. Not even a Mensa Society member could memorize over 1,500 items in exact order. Knowledge of certain rankings actually

contributes toward the development of nuances of play, especially where bluffing becomes a key tactical move.

**Here's a taste of what you get in the game:**

- The 10 worst films of all time
- 7 famous men who died virgins
- 10 sensational thefts
- 15 famous event that happened in a bathtub
- 20 famous high school dropouts
- 9 breeds of dogs that bite most
- 10 doctors who tried to get away with murder
- The 12 worst human fears
- Plus much, much more!

Lists on every subject imaginable involving people, places, happenings and things... prepared by Ann Landers, Johnny Cash, Bing Crosby, Jeanne Dixon, Dr. Margaret Mead, Charles M. Schulz, Pele, Gene Kelly, Arnold Palmer, and dozens of other famous people.

Now available in bookstores, toy and game stores, and better department stores in stationery. Or, direct from The Avalon Hill Game Company.

**\$10 retail**

A.H. Philosophy . . . Continued from Pg. 2, Col. 3

But what does it hurt to pay homage to the designer, you ask? Nothing . . . and in all of my ads for *THE GENERAL* I invariably list the designer. In addition, they are listed in the rulebook with the other credits, but that's where management draws the line.

Understandably, the company directs that part of its advertising aimed beyond the limits of the hobby hard corps to promote the qualities of *Avalon Hill* uppermost—not a "name" designer. The rationale is both simple and logical. AH sells the bulk of its products "outside" the realm of the hobby as the average *GENERAL* reader perceives that term. To such casual players a James Dunnigan or John Hill are not readily recognizable names and certainly not a selling feature. Within the hobby, such a byline may or may not be recognizable, but does just as much to sell that designer's work on a competing product. Therefore, AH refrains from listing bylines on its boxcovers, preferring to stress the image of the publisher—*AVALON HILL*—as opposed to that of a specific designer/developer. This holds true for in-house designers as well. The image of the company remains above that of its component parts. This last bit of company strategy is not without its detractors among our R & D Dept. After all, mom would get a kick out of seeing her boy, the author, up there on the shelves. Yet, as a publisher AH takes the position that the company image is paramount. An Avalon Hill game should mean quality to the consumer, regardless of the personalities involved. That we don't stress that a fellow who happens to work for a different game company designed the product is simply good business sense. And in case any of you still labor under the misconception that AH is a crusade of starving zealots who have devoted their lives to improving wargaming you are sadly disillusioned. We may yet starve, thanks to double digit inflation, but Avalon Hill is a business and businesses exist to make money.

### THREE NEW RELEASES

I can't end this column without a few words on our three new titles advertised in the special insert of this issue. All three are multi-player fantasy/science fiction titles with beautiful art treatment. *DUNE* and *WIZARD'S QUEST* are immensely enjoyable non-complicated games which have a high degree of playability and easily fit into the family mode of play a la *RAIL BARON* or *RISK*. *MAGIC REALM* (yes, it's actually done!) is a role playing game with a great deal of complexity fed to you in bits via Programmed Instruction. It is *not* for the casual player. The full scale version makes *SQUAD LEADER* look like checkers in comparison. If you are a *D & D* enthusiast who thrives on endless game systems, you'll love *MAGIC REALM*.

### ORDER BY PHONE

We will now accept game orders by phone from those individuals with currently valid *MASTERCARD*, *BANKAMERICARD* (*VISA*), or *AMERICAN EXPRESS* credit cards. The number to call is 301-254-5300. Ask for Clo Newton or ext. 34 and state that you wish to place an order for a game. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. Phone orders are available every Monday-Friday from 8:30 AM to 5 PM. Absolutely *no* collect phone calls can be accepted.



## THE ASYLUM, No. 3 KAMIKAZEE

By Allan Moon

October 1st . . .

#### Kamikazee

Finally, *The Ultimate* in Simulation Gaming!

Pilot a Japanese B5N2 Kate, a G4M1 Betty, an A6M3 Zero, and more. Select targets from a wide variety of task forces. Fly the mission from take-off to suicidal finish.

This is not a game of luck, but one of skill and ingenuity. Game comes complete with fully operational cockpit, realistic instrument panel, and electronic scorer. Optional explosive end. Authentic Japanese flight suit also available at a slight extra cost.

Put together by a highly acclaimed computer company, this is no rip-off wargame. And for only \$5,499 (postage included), you can't afford to pass this one up. Order now!

Send check or money order to:  
Stimulating Simulations, Inc.  
P.O. Box 100

Ecstasy, Minnesota 00100

Please allow four to six months for delivery.

(Minimum amount of assembly required)

December 26th . . .

Wearing an authentic Japanese flight suit, a white racing scarf, and brand new penny loafers, Mr. James Shonora stepped into the cockpit. After checking out the controls, he began to empty the small, black gym bag he had brought with him. A plastic Jesus was put on top of the instrument panel. A Jefferson High School tassel, year '54, was stuck to the top of the cockpit with a piece of clear scotch tape. A box of kleenex, a comb, and an air-sick bag were placed on the floor between his legs. Lastly, a heart-shaped cushion was placed on the seat.

Mr. Shonora looked up at some imaginary clouds, pronounced "We who are about to die salute you", saluted, kissed the Jesus, threw the gym bag out, and closed the cockpit. The engines caught. The cockpit began to shake frantically. The plastic cross fell off the instrument panel. The noise became deafening. Mr. Shonora threw up.

Several minutes later, and slightly paler, he took off. Perfectly.

His quarry was a task force reported to contain four Essex class carriers. One of those would be his target. The computer had punched out a perfect day for his purposes as clouds covered the sky from a thousand feet up.

An hour and a half out from the field, Mr. Shonora spotted a large group of ships through a hole in the clouds. Knowing the American radar had undoubtedly already picked him up, there was no time for hesitation. With the stick full forward, he came out of the clouds in a near vertical dive, passing several fighters on CAP just below the cloud line. They didn't even have a chance to get off a shot.

At five hundred feet, Mr. Shonora picked out a carrier to his left, and banked towards it. AA bursts were everywhere, but he was untouched so far. He could read the writing on the tower now—*U.S.S. Intrepid*, and he could see men scattering on deck. He closed his eyes.

Fifty yards from the ship, an AA burst finally found its target. Hitting the left wing, it threw the plane hard to the right, missing the tower, and crashing into the deck. Exploding on contact, the plane then slid across the rear elevator and over the side.

The scoring console lit up—NO MAJOR DAMAGE, 33 POINTS, STAND-BY FOR STYLE POINTS. The seconds passed. Then, STYLE POINTS—931. Mr. Shonora smiled. The cockpit blew up.

January 13th . . .

ITEM: The Stimulating Simulations Co. today recalled its latest game, *Kamikazee*, due to a malfunction in the game's scoring system. Owners of the game should not be alarmed though because the problem reportedly, in no way affects the safety of the game.



Dear Mr. Greenwood:

I am greatly disturbed by the comment in Part 70 of the AH Philosophy, Nov-Dec 1978, that future SL gamettes will be "held in abeyance pending further sales evaluation." I hope that isn't a polite way of abandoning the project. I mail ordered COI on the day I received notice of its availability and will do the same for every future gamette. SL is far and away the greatest war game I have ever played in my 20 year career. SL was billed as a game where any small unit action in the war could be recreated. Don't back off on that promise now! I'm sure there may be other SL freaks like me who are disturbed by this possibility. Perhaps it would be helpful if you clarified that statement in a future philosophy.

On my enclosed RBG for COI, my major gripe is really on components, i.e., that the AFV counters are difficult to read. The problem may be that the counters are too glossy, or maybe colored too darkly. You can barely see the vehicle outline at all and have great difficulty reading the numbers on the counter. Other than that I am pleased as punch with COI. Problems with the rules were to be expected, but overall they are quite clean and understandable.

One long-standing gripe I have is AH's reluctance to publish a good desert WWII tactical game. I thought TOBRUK would fill the bill, but it didn't. Only engineers or someone who gets off on gun size and armor thickness would like TOBRUK. TOBRUK could have been a good game if the designer had taken the time to put in terrain. I kept waiting for a desert game like PB but it never happened. I would be all for a desert gamette of SL, called "The Desert Fox." It would probably be a big seller.

Jim Roche  
Spokane, WA

Never fear, more SL gamettes are on the way (sigh). CRESCENDO OF DOOM is still in the works. The problem is not our abandoning the project but my inability to resist the temptation to keep building on to the gamettes. What were originally envisioned as simple projects are now becoming bigger monsters than the original game itself. CRESCENDO will not be disappointing in that respect—ending up larger than CROSS OF IRON in just about all categories. I'm afraid I'll have to back down on my earlier promises that subsequent gamettes will sell for less than \$12, but am confident that the product will justify the price. When finished, the SL gamettes will truly comprise a complete gaming system in which virtually any small scale action can be recreated. The price you pay for this is more money and longer delays. Yes, I'm afraid that CRESCENDO will not be available as promised in June. I applaud the delay, however, because it means that it (hopefully) will be done right the first time with no need for a 2nd edition rule book.

As to the desert game you seek, players will be able to devise their own from the various gamettes. CRESCENDO will include the entire British OB and we may be willing to offer special features such as new boards and scenarios from time to time as a service to GENERAL subscribers. The third gamette will feature the Americans and be entitled: G.I.: ANVIL OF VICTORY. The fourth and final boxed gamette in the series will be entitled SAMURAI and deal with the Pacific Theatre.

★★★★★

Dear Mr. Greenwood,

I have been a subscriber to the General for about one year now. In this time, there have been a number of things that have pleased me as well as irritated me. First, the gripes. The biggest beef is the publishing schedule for THE GENERAL. Having just read the new issue, I was glad to see an explanation given for the late publication date. Although I do understand the problems that you encounter monthly, I feel the Company must come up with a solution. A very viable one, as you stated, would be to get some more employees. Or how about the addition of an assistant editor? Despite anything that management might say, it is obvious that you cannot give the necessary time and attention to both a designer-developer and editor job. And I personally would hate to see you relinquish either of these, because you are doing a very good job on both.

Still another gripe, is your insistence on telling us when to expect new releases. Personally, I'm getting sick and tired of reading about when THE RISING SUN will appear. The point is, why do you constantly raise our hopes that this game will be published soon? The past year saw two projected dates for the publication of this game

Letters to the Editor ...

come and go. In all honesty, I would rather that you tell us that the game will be published this year, rather than give us a specific month or season. The constant letdowns only increase my anger. And now I read that the game is undergoing numerous changes for playability's sake.

It is my opinion that the use of a 22" by 28" mapboard, for a game that professes to cover in detail every aspect of the Pacific campaign, is ludicrous. How in the name of MacArthur, is the island of Iwo Jima going to be portrayed on a scale of one hex equals 150 miles. It will probably be a dot the size of a pinhead. I sympathize with Larry Pinsky and Frank Davis and all the trouble they've gone through. But guys, the way the game is evolving now, it will be little more than an advanced version of VICTORY IN THE PACIFIC. And I simply won't buy it. Oh well, I'll just have to hope that somehow Tokyo Express or Imphal will find their ways into your publication plans.

Well, now that I've caused everyone's morale to break, I'd like to try and rally you. First, despite the publication problems, THE GENERAL is still heads above the competition. I think you have just the right blend of material to keep it interesting for everyone. And whenever I receive a new issue it really makes my day. So keep up the good work. Second, I am absolutely ecstatic over the announced plans for BULGE. Although I'm sure you'll receive all sorts of hate mail from BULGE devotees, I think the new mapboard and the rule changes will make this game fantastic. I will be anxiously awaiting its publication. It also sounds like Randy Reed is doing a fantastic job on THE LONGEST DAY. Tell him I've got my check all ready to go, no matter what the cost.

And finally, I have read with much interest the ongoing battle between Richard Shagrin and David Bottger. I propose that the two combatants be matched against each other in a game of Third Reich. It would once and for all settle their differences over possible strategies, and if used as a Series Replay should make for interesting and enjoyable reading. By the way, I'll put my money on Mr. Bottger.

Ed Kovach  
South Bend, Indiana

I suppose I have been remiss in not commenting further on the seemingly constant lateness of the magazine. Many of you complain that our circulation department is out to get you because you don't receive the magazine until two months after the supposed publication date. The truth of the matter is that THE GENERAL is constantly late and NEVER mailed prior to the end of the second month of the publication date. When they are mailed, virtually all of the magazines go out at approximately the same time—no one gets preferential treatment. Disparities in delivery times is strictly a puzzle of the Post Office's creation. The magazine is constantly late because of two factors. First, we are a captive organization owned by a printing company with constant demands on its press time. THE GENERAL often takes a back seat to other Avalon Hill work such as out of stock game components. Over the years, the GENERAL has always been the item which could be pushed back until next week to make room for more pressing matters. Thus, it is "rushed" into production only when I am late in preparing it. The second month of the publication date has gradually become the accepted norm for printing the magazine. Second, THE GENERAL remains predominantly a one-man operation. I alone am responsible for most of the editing, writing, illustrating, and paste-up... in addition to handling office correspondence and working on games. When something unexpected intervenes, such as my unscheduled bout with pneumonia back in December things seem to fall a trifle out of kilter. So if you want to see THE GENERAL, remember my health in your prayers.

The above problems are also symptomatic of the delays we've experienced in meeting game publishing deadlines in the past year. 1978 was not a good year for the staff health-wise and illness took a heavy toll (we're all getting to be a crotchety bunch of old fuddy duddies). We've always been understaffed anyway, and this combined with a

growing desire on the part of our veteran R&D staff not to release a title until it was something they could really be proud of has caused us to miss a lot of promised deadlines which were wildly over-optimistic in the first place. THE RISING SUN continues to be a ball buster in this respect as veteran designer Frank Davis will attest. I guarantee you that this monster will not be merely an advanced VICTORY IN THE PACIFIC. The temptation to give in and just sell the thing regardless of playability has been great, but we are proud of our record as game publishers and will not sell a box full of hardware which isn't fun to play. As to when the game will be available... that's anybody's guess.

★★★★★

Dear Don:

Please find enclosed my votes on the recent reader survey from Vol. 15, No. 5. I have been playing wargames solitaire since about 1959 (I never have played face to face) and the recent letters printed in THE GENERAL were quite humorous. Imagine, players owning so many games, deriving hundreds of hours of pleasure per year from wargames, getting a magazine of high quality such as THE GENERAL for a mere \$6-7.50 yearly complaining of paying a mere \$2 for die counters. I am reminded of previous complaints by readers at having to pay a mere 25c to get their own personal ads placed in THE GENERAL.

As a dermatologist (there are only about 4,000 or so in the country), I know how much it costs to get publications that have limited audiences; the main journal costs about \$24 per year while another costs \$50 per year. I can't buy a book in my field for under \$50. Do the readers of THE GENERAL honestly believe that the people at Avalon Hill work for free and can give away counters, etc. What you people do has got to be a labor of love (oops, forgot about the complaint about corny phrases) because the work is superb and the cost is minimal.

I might make one suggestion. If at all possible, a GENERAL index would be greatly appreciated. Whatever the cost, I feel it would be well worth the effort.

By the way, I have purchased many variant counters for games I rarely play or even have not worked all the way through. No, I am not rich, I just love the hobby. Many of the games I own (3R, SL, etc.) have rules so complicated I have not been able to work through them. However, this does not dismay me. I even purchased CROSS OF IRON although I have not worked through Scenario 4 of SQUAD LEADER (God, those rules are complicated, who has all that time to work it all the way out.)

Just keep up the fantastic work at such reasonable prices. You guys are so fantastic that I have even purchased games just to look at the beautiful counters, board and rules (CROSS OF IRON)—amazing and fantastic.

From a guy who has had a 20 year "love affair" with Avalon Hill, Thanks.

Don Holshuh, M.D.  
Rocky River, OH

★★★★★

Dear Mr. Greenwood:

Thank you for defending my interests from Mr. Karoly's attack (Vol. 15, No. 5) on my Southern flank! I happen to be one of those casual wargamers who WOULD drive 100 miles to play my favorite game (or watch it being played). I also enjoy the feature article regardless of which game it is. It helps me to know whether to buy that game or not. Second, since I'm not a "fanatic", it helps me to play better from the start. I especially enjoy:

1. Your editorials, which helps put the world into perspective.
  2. Articles which let me know what a game is like—how complex, etc. (replays are good for this)
  3. Variations on games I own.
- I play up to 4 games a month, am involved in 2 pbm games (one is my first and only AREA game) and appreciate the efforts you make to safeguard the interests of strictly AH enthusiasts such as myself.

Roger Howe, M.D.  
Mount Shasta, CA

Dear Readers:

The description of the new BATTLE OF THE BULGE in Volume 15, No. 4 stated that the mapboard was expanded to include the primary German objective of Liege. Please excuse the typing error. Actually, the board was expanded to include the primary German objective of opportunity—Liege. Liege was to be skirted, as Bastogne was to be skirted when held strongly. However, Generalmajor Fritz Kraemer planned to enter Liege if the opportunity presented itself.

In a related matter (i.e., the new BULGE), I would like to publicly thank those who helped in the past five years with their time and/or thoughts. Bob Byma, Major General (Ret), Charles Horner (Lt. Col. Horner, CO 16th Regiment, 1st Infantry Division, 16 Dec 44), Danny Parker, Mick Uhl, Dave Roberts, Joe Angiolillo, Rich Hamblin, Dr. Hugh Cole (for his bibliography, Paul Siragusa, Dennis Vetock, (US Army War College), Hanna Zeidic (OCMH), George Wagner, (National Archives) and Gary Fitzpatrick (National Archives Map section).

Bruno Sinigaglio  
Delta Junction, AK

As you may have guessed, Bruno is the designer of our long awaited BATTLE OF THE BULGE revision project. You'll be waiting a bit longer I'm afraid as we can't release his design until we sell out of existing stocks of the original BULGE game. This will mean a wait of at least a year which we plan to put to good use with a prolonged by-mail playtest program.

★★★★★

Dear Avalon Hill,

Well, you have finally arrived. Your original 1957 version of GETTYSBURG is in the proud possession of the Army R.O.T.C. unit at Pennsylvania State University. My three sons and I have many of your games, among them are both the original and the newest version of GETTYSBURG. Which brings me to the point of this letter.

When my oldest son left for Penn State in August, he took original GETTYSBURG with him. He also was registered for Army R.O.T.C. While in the classroom one day, the Officer in charge was discussing flanking moves. James responded several times rather intelligently to the questions put to the class by the instructor. After class one day, the instructor called Jim aside and asked him how he was so well versed on tactics and maneuvers. Jim thereupon told the instructor all about playing Avalon Hill war games at home with his father and two brothers.

The instructor asked Jim to bring GETTYSBURG to class for the next term and that for the advanced course in logistics, tactics and maneuvers, that he would use Original GETTYSBURG as the model for demonstrations and further instructions. Therefore, Avalon Hill, as I said in the beginning of my letter, you have finally arrived. Since word of mouth is sometimes the best way to advertise a product, I thought that you would like to know just how far your reputation has been carried by others.

I do have one problem, however, with your games. For the longest time now, we all have been waiting for some of your mail order games to hit the open market.

Your mail order prices are a little more than our budget for five people can afford. Can you tell me if any of the three aforementioned games will be hitting the open market in the near future?

James Brady  
McKeesport, PA

Our mail order line is a source of constant inquiry, especially from specialist hobby dealers who resent their not being able to handle the merchandise. Aside from the chance it gives us to revise rules for the extremely complicated games before going retail on a scale 10 times larger, the mail order line is the only thing that keeps slow selling titles in print. To justify the small print runs of games such as STALINGRAD or CHANCELLORSVILLE we must enjoy the full game retail markup. The only way we can afford to sell to the trade at high discounts is in large quantities which take advantage of the economies of scale of large print runs. Games such as CHANCELLORSVILLE, due to low sales appeal, would languish on the shelf resulting in our being hung with large inventories for prolonged periods. The large merchandisers, who make up the bulk of our sales, already cherry pick only the hottest selling items from our over 100 titles. Nevertheless, we are constantly reevaluating our stand and may eventually offer these titles on a limited basis to the trade—with a warning that they have limited sales appeal. No action on that possibility is expected in the immediate future however.

READER BUYER'S GUIDE

TITLE RAIL BARON \$12.00
SUBJECT Empire Building during the Golden Age of Railroads

RAIL BARON was the 43rd game to undergo analysis in the RBG and pulled a strong number of responses...

Even given the natural proclivity of wargamers to look down their noses at "family" or "social" games of this ilk...

Elsewhere the game's cumulative rating suffered largely as a result of the Realism rating. As was to be expected...

On the plus side, the game polled the 2nd best rating to date for play balance—a strength shared by most multi-player, non-historical games.

The playing time can vary with the number and experience of the players, but the figure given is about right for the full course game with no short cuts.

- 1. Physical Quality . . . . . 2.98
2. Mapboard . . . . . 2.82
3. Components . . . . . 3.45
4. Ease of Understanding . . . . 2.07
5. Completeness of Rules . . . . . 2.29
6. Play Balance . . . . . 2.05
7. Realism . . . . . 4.69
8. Excitement Level . . . . . 2.76
9. Overall Value . . . . . 2.68
10. Game Length . . 3 hr., 36 minutes



NEW SQUAD LEADER BOARDS

Although production of the SQUAD LEADER gamettes has lagged behind schedule we do have three additional boards completed...

broad expanses of orchard—a new terrain feature. Boards 7 and 8 feature wide rivers (an average of five hexes across) with accompanying marshland and urban settings.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered.

COMING UP NEXT TIME



THE QUESTION BOX

CROSS OF IRON:

- 17.3 Would a leader manning a MG alone have any effect against an AFV?
A. No.
18.2 & 63.51 Suppose an AT Gun malfunctions permanently. Can its crew still use its gun shield as cover rather than removing it from the game?
A. Yes, but for no more than one game turn.

- 22.1-7 Can a flamethrower really fire through smoke without adding any DRM?
A. Yes, but the smoke should act as "concealment" of sorts so treat any target being fired at through smoke by a flamethrower as concealed, & thus attacked by only 10 firepower factors.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others...

Table with columns: Game Length, Overall Value, Excitement Level, Realism, Play Balance, Completeness of Rules, Ease of Understanding, Components, Mapboard, Physical Quality, Cumulative. Lists 43 games including Cross of Iron, Russian Campaign, Squad Leader, etc., with numerical ratings.

Vol. 15, No. 5 of the *GENERAL* proved to be the most popular of the year with a rating of 3.13 which bested the five previous issues. As expected, the *MIDWAY* variant ran away with best of issue honors with a whopping 39% of the vote. We'll be seeing more of such ready to play add-on variants in the future. Also noteworthy was the rating for "THE ASYLUM" by the same author showing that there may well be a place in the *GENERAL* for a series of short, humorous satires. Alan Moon's column will be appearing on a regular basis in the future. The rest of the individual article voting on our 1200 point maximum scale looked like this:

Pacific Theatre via Midway .....	467
Wooden Ships & Iron Men of the Baltic .....	138
Fortress Europe Revisited .....	137
Another Afrika Korps Gambit .....	84
The Asylum .....	79
True LOS in SQUAD LEADER .....	74
Tournament Level War At Sea .....	63
Origins of Third Reich .....	62
Forts in Alesia .....	46
Starship Troopers Expansion .....	34
Feudal—A New Approach .....	9
Avalon Hill Philosophy .....	7

*THIRD REICH* addicts who are bound and determined to play the game by mail might want to investigate *THE BUZZARD'S BREATH!*—a postal fan 'zine whose title hopefully doesn't reflect the editor's personal hygiene. With 22 issues published to date chronicling the exploits of no less than 13 postal *3R* games, editor Mark Matuschak has apparently proved that where there's a will, there's a way. His mimeoed monthly also contains other moderated multi-player games as well as the popular *DIPLOMACY* style press releases which give fan 'zines their special flavor. A sample issue and more information can be obtained from Mark for 50¢ at his Hinman Box 3223, Dartmouth College, Hanover, NH 03755 address.

Avalon Hill once again copped top honors in the prestigious *GAMES & PUZZLES* Game of the Year voting for 1978 as *KINGMAKER* replaced *DIPLOMACY* as the number one vote getter by a sizable margin. *DIPLOMACY* slipped to second place, but *ACQUIRE* gained twelve spots to 7th. Rounding out the top 20 was the appearance for the first time of pure wargames in the survey with *SQUAD LEADER* placing 12th and *THIRD REICH* 20th.

Those individuals who find it necessary to file a complaint against a non-responding opponent in the AREA system should remember that their problem cannot be acted upon if they don't provide us with the following materials: (1) the AREA number or complete address including zip code of both themselves and their opponent; (2) a stamped, self-addressed envelope; and (3) the carbon copy of the final warning letter sent to their missing opponent. Do not report several individuals on the same sheet of paper.

Wayne Rice, that fellow who had the miniature *THIRD REICH* mapsheets printed up for use in postal play of the game, has gone one step further and printed up an Order of Battle PBM sheet (both sides of an 8½" x 11" sheet) to supplement the former. Being strictly a labor of love, you might be able to entice Wayne into providing you with a few copies for your own use if you send him a stamped, self-addressed envelope along with your request for a possible price quotation.

## Infiltrator's Report



Clifton Sherwood, manning the CWA display in Woodfield Shopping Mall.

On February 19th the Chicago Wargamer's Association took part in President's Day at Woodfield Shopping Mall in Schaumburg, IL, one of the largest enclosed shopping malls in the world. The event was celebrated with displays of Revolutionary War China, Civil War newspapers, historic documents, and, thanks to the CWA, wargaming. By demonstrating wargaming first hand in the mall, the group was able to spark a lot of latent interest in the hobby and convert new faithful to the ranks. This type of promotion is how hobby clubs can promote the hobby and themselves while enjoying a day of gaming on the side. Hopefully, more clubs will be willing to step forward in their area to raise the public awareness of wargaming as an enjoyable hobby pastime.

Once again we remind all readers that it does no good to ask us to publicize your conventions in *THE GENERAL* if you don't give us at least 3 months advance notice. Otherwise, word of your convention will not be read until it is history. Keep in mind also that we require information regarding tournaments and other events involving Avalon Hill games so that we can give the readership some idea of what they can expect to find at your gathering.

Enthusiasts of *THE RUSSIAN CAMPAIGN* game may be interested in knowing that a slightly revised 3rd edition of the rulebook is available now from the parts dept. for \$2.00 plus usual postage charges. The changes are not major but for those purists who must possess the latest version, be so advised.

The fee for A.R.E.A. lifetime membership rose to \$5.00 effective January 1st. Those who joined in 1974 at the original \$2.00 price really got a bargain. If you think you'll ever be interested in participating in rated play, you should give thought to joining the pool now before the fee goes up again as it undoubtedly will.

Perhaps the last of the national democratic wargaming clubs is still alive and well according to noted officer and founder George Phillies. The American Wargaming Association is now in its sixth year and still features a monthly newsletter. Membership is open to the public for \$6.00 annual dues. Interested parties should contact John Koontz, 2915 College #112, Boulder, CO 80303.

**GRIFE DEPT:** Those of you sending in Opponents Wanted ads which are not printed on the proper form or a photocopy of same are just throwing your quarters away. We will not take the time to rewrite your advertisement onto the proper form for you. Those not wishing to send coins through the mail may make their 25¢ token want-ad payment in equivalent amounts of uncanceled postage stamps. Readers are also cautioned that "for sale" type ads are accepted only when they apply to discontinued Avalon Hill games. Any non-qualifying ad will be rejected without refund.

Contest No. 88 was easy given the parameters of the possible dice rolls if you remembered to *assure* the German victory. The first step was a simple exercise in mathematics to deduce the dice roll limitations each side was restricted to. The German "58% spectrum of most favorable results" is a 7 or less, while the Russian's "72% range of least favorable results" turns out to be a 6 or greater.

The panzerfaust obviously is the key to the solution. The KVIC's armor modifier eliminates any chance of a guaranteed kill vs. the tank with the weapon. Therefore it should be used against the wooden building in P2 eliminating the terrain modifier for a combined 16 factor firepower attack by the remaining German forces in R3 and Q4 which is sure to score at least a "2" MC which the Russian squad is certain to fail given their inability to roll less than "6".

Cpt. Heyman and his squad move to P1 where the only fire which can be brought on them is from the tank which will miss with its main armament because its best dice roll (6) will be modified by a +3 Final To Hit modifier (firing outside Covered Arc +2; Buttoned Up +1; Moving Target +2; Adjacent Hex -2) and it needs an 8 or less to hit an infantry target in the woods. The tanks' MGs will be ineffective given the lowest possible dice roll and Heyman's leadership modifier, thus insuring an advance into Q2 and destruction of the tank in Close Combat. While in P1 Heyman also forces the broken squads in O1 and P2 to rout. The broken squad in O1 must rout to N0 or N1 which are both out of LOS of the road hex. The broken squad in P2 however could rout through Q2 to R1 and thus foil the German victory UNLESS the broken SS squad routs to S1 thus denying R1 as a potential haven. Note that because it is the German player turn the SS unit routs first—and therein lies the final important key to insure victory.

Contest No. 87 was our most successful puzzle ever if number of entries is a criteria for success. On the other hand we had to endure quite a few snide comments from the majority of entrants who either: 1) flatly stated that the contest was unsolvable and that only 14 points could be guaranteed, or 2) that it was too easy and that they had sunk everything in sight with less planes than provided (which, of course, they hadn't). Nonetheless, the plaudits from the 40 entrants who were clever enough to decipher the *strategic* clues and use them to come up with the winning *tactical* solution soothed our battered egos. Those surviving the luck of the draw for the final 10 winners were: G. Bressler, Hershey, PA; A. Lockton, Los Angeles, CA; C. Kurumada, Salt Lake City, UT; E. Ostermeyer, Johnson City, TN; J. Burnett, Clinton, TN; J. Petty, Ann Arbor, MI; C. Weiser, Wichita, KS; F. Weir, Woolstock, IA; E. Baldo, San Diego, CA; and J. Potter, Dallas, TX.



# GERMAN RECORD CARD—BASIC GAME II

## ORDER OF BATTLE—GAME I UNITS, PLUS:

<b>Jan I</b>  	<b>Feb I</b> 	<b>March I</b> 	<b>April I</b> 	<b>May I</b> 	<b>June I</b> 
<b>June III</b> 					

<b>IMMEDIATELY</b>			
<b>2nd Invasion Reaction</b>		<b>NEXT TURN</b>	

## TIME TRACK—1944

<i>2nd Invasion Possible</i>											
M <sup>1</sup>	M <sup>2</sup>	M <sup>3</sup>	M <sup>4</sup>	M <sup>1</sup>	M <sup>2</sup>	M <sup>3</sup>	M <sup>4</sup>	M <sup>1</sup>	M <sup>2</sup>	M <sup>3</sup>	M <sup>4</sup>
<b>JANUARY</b>				<b>FEBRUARY</b>				<b>MARCH</b>			
<i>2nd Invasion Possible</i>											
I <sup>2</sup>	I <sup>2</sup>	I <sup>3</sup>	I <sup>4</sup>	I <sup>2</sup>	I <sup>2</sup>	I <sup>3</sup>	I <sup>4</sup>	I <sup>2</sup>	I <sup>2</sup>	I <sup>3</sup>	I <sup>3</sup>
<b>APRIL</b>				<b>MAY</b>				<b>JUNE</b>			

## UNIT ORGANIZATION CHART

To be used in conjunction with Basic Game I Unit Organization Chart

### INFANTRY

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### PANZERGRENADIER

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### LUFTWAFFE

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### SS

--	--	--

## SETUP RESTRICTIONS

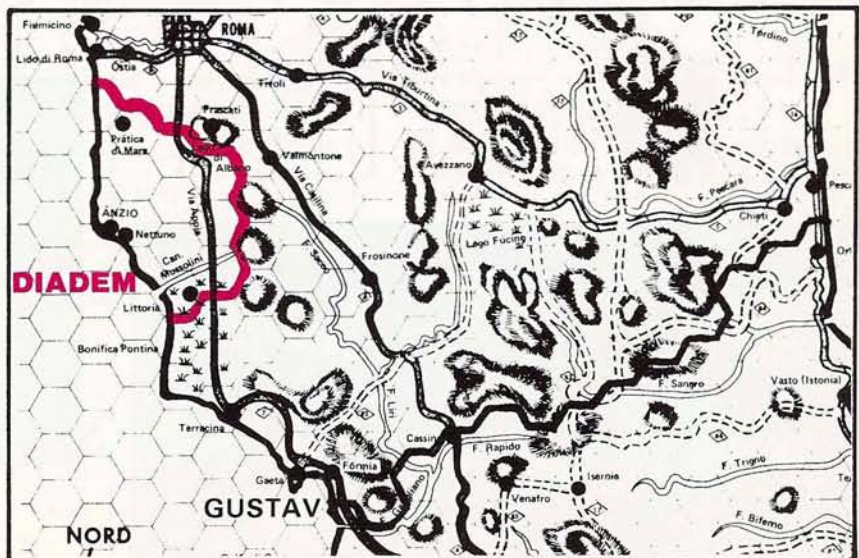
**Basic Game IIA—Gustav Line**—Continuation of Basic Game I.  
**Basic Game IIB—Operation Shingle**—The Germans may deploy any ersatz units plus up to 4 combat units of any size, anywhere north of the Gustav Line. All other German units must start next to, or no more than two hexes distant from, the front line.  
**Basic Game III—Diadem**—The Germans deploy units in specified fixed locations. Two of the eight reserves may be deployed anywhere on or behind the German side of the front line (non-shaded side) including the Anzio beachhead. The remaining six reserves must be at least one hex behind the front. The Allies then set up their May II units anywhere on their side of the front, not in German ZOC, so long as they don't exceed the 56 stacking point limitation for the Anzio beachhead.

### DESIGN CREDITS

Five new ANZIO scenarios for use in conjunction with Vol. 16, No. 1 of THE GENERAL.  
 Not available for separate sale. Cut along dotted line.

Scenario Design: Tom Oleson  
 Playing Aids: Tom Oleson & Don Greenwood

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# GERMAN DIADEM GAME RECORD CARD

## BASIC GAME:

At Start: May II, 1944

<b>F40</b>	<b>D43</b>	<b>Fiumicino</b>	<b>E46</b>	<b>Frascati</b>	<b>H47</b>	<b>G50</b>		
<b>H51</b>	<b>Formia</b>	<b>K51</b>	<b>L50</b>	<b>M49</b>	<b>O48</b>	<b>Q46</b>	<b>S44</b>	<b>Chieti</b>

## Reserves

--	--	--	--	--	--	--

### TIME TRACK—1944

2 <sup>1</sup>	3 <sup>0</sup>	4 <sup>1</sup>	1 <sup>1</sup>	2 <sup>1</sup>	3 <sup>0</sup>
MAY			JUNE		

## Reinforcements

Verona D24 RiminiCecina Genova

<b>1st Turn</b>					<b>Entering 2nd Turn</b>					<b>Entering 3rd Turn</b>			

## ADVANCED GAME CHANGES: At Start: May II, 1944

(delete 90th and 15th PG Divisions)

Reinforcement Changes:

							<b>E46, Frascati, H47, G50, J51, Formia, K51, L50, M49, O48, Q46, S44, Chieti</b>	<b>2nd turn</b>		<b>to F21</b>		<b>to Genova</b>	<b>3rd turn</b>
<b>Fiumicino</b>	<b>H51</b>	<b>L50 Reserve x13</b>											

## CAESAR LINE

To Above Advanced Order of Battle Add:

<b>July I</b> 	<b>July IV</b> 	<b>Aug I</b> 	<b>Aug III</b> 						<b>Sept I Genova</b> 	<b>Sept II</b> 		<b>Sept III</b> 	
	16,18,24,26		60,715									29,90,715	
<b>Oct II</b> 				<b>Nov I</b> 	<b>Nov II</b> 		<b>Nov III</b> 	<b>Dec II</b> 	<b>1945</b>				<b>Jan I 1945</b> 
							76,94,305,334						
<b>Jan III</b> 	<b>Feb III</b> 			<b>Mar I</b> 									
Any 2-3-8	29, 90	94, 305, 334	Any 2-3-8										

### City Grid Coordinates

C27	Cecina	K47	Frosinone
U41	Chieti	I52	Gaeta
D45	Fiumicino	A14	Genova
J52	Formia	U21	Rimini
G46	Frascati	U5	Verona

### Off-Board Commands

<b>Sept I, 1944</b>				
<b>Ligurian</b>				
<b>Sept I, 1944</b>				
<b>Adriatic</b>				
<b>Oct I, 1944</b>				

# ALLIED DIADEM GAME RECORD CARD

## BASIC GAME:

At Start, May II, 1944:

### GREAT BRITAIN

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### UNITED STATES

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### NEW ZEALAND

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### FRANCE

--	--	--	--	--	--	--	--	--

### SOUTH AFRICA

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### CANADA

--	--	--

### INDIA

--	--	--

### POLAND

--	--	--

### REPLACEMENTS:

--	--	--	--	--	--

### ACCUMULATED:

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
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## TIME TRACK—1944

2 <sup>3</sup>	3 <sup>3</sup>	4 <sup>3</sup>	1 <sup>3</sup>	2 <sup>3</sup>	3 <sup>3</sup>
MAY			JUNE		

Entering May II, 1944

June I

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## ADVANCED GAME:

At Start

--

Entering

--

ADD May II

## CAESAR LINE To Above Advanced Order of Battle Add:

when Allies enter Rome

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x15

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# ALLIED RECORD CARD—BASIC GAME II

## ORDER OF BATTLE—GAME I UNITS, PLUS:

<b>Jan I 1944</b> 5 6-6-12 2 3-4-12 3 3-4-8 1 1-1-8 3 3-4-8 1 1-1-8	<b>Jan IV</b> 1 1-1-8	<b>Feb II</b> 1 1-1-12 2 3-4-12 2 2-1-12	<b>Feb IV</b> 3 3-4-12 3 3-4-8 1 1-1-12	<b>Mar III</b> 5 5-5-12	
<b>April I</b> 4 4-5-12 3 4-5-12	<b>April II</b> 3 3-4-12	<b>April III</b> 4 4-5-12 2 2-1-12	<b>April IV</b> 5 5-5-12	<b>May II</b> 2 2-1-12 2 2-1-12 2 2-1-12	<b>June I</b> 2 2-1-12

## TIME TRACK—1944

2nd Invasion Possible

2P M <sup>1</sup>	2 M <sup>2</sup>	3 M <sup>3</sup>	4 M <sup>4</sup>	M <sup>1</sup>	M <sup>2</sup>	M <sup>3</sup>	M <sup>4</sup>	M <sup>1</sup>	M <sup>2</sup>	3 <sup>3</sup>	4 <sup>3</sup>
JANUARY				FEBRUARY				MARCH			

2nd Invasion Possible

1 <sup>3</sup>	2 <sup>3</sup>	3 <sup>3</sup>	4 <sup>3</sup>	1 <sup>3</sup>	2 <sup>3</sup>	3 <sup>3</sup>	4 <sup>3</sup>	1 <sup>3</sup>	2 <sup>3</sup>	3 <sup>3</sup>	
APRIL				MAY				JUNE			

## UNIT ORGANIZATION CHART

To be used in conjunction with Basic Game I Unit Organization Chart

### GREAT BRITAIN

5 5-5-12	5 4-4-12	5 2-2-12	3 3-4-12	3 2-3-12	2 2-1-12	2 2-1-12	2 2-1-12	2 2-1-12	2 2-1-12	1 1-1-12	1 1-1-12
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### FRANCE

3 3-4-8	3 2-3-8	3 1-2-8	3 3-4-8	3 2-3-8	3 1-2-8	3 3-4-8	3 2-3-8	3 1-2-8	3 4-5-12	3 2-3-12	1 1-1-8	1 1-1-8
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1 1-1-8
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### POLAND

2 3-4-12	2 2-3-12	2 3-4-12	2 2-3-12	2 2-1-12
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### UNITED STATES

4 4-5-12	4 3-4-12	4 2-3-12	4 4-5-12	4 3-4-12	4 2-3-12
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### SOUTH AFRICA

5 5-5-12	5 4-4-12	5 2-2-12
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### INDIA

3 3-4-12	3 2-3-12
----------	----------

### CANADA

5 6-6-12	5 5-5-12	5 3-3-12
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# In YOUR opinion . . .

*Did the superstars of last season really earn their money?  
Did the best team win the World Series?  
Were the MVP awards deserved?*

**Believe it or not, this game actually provides these answers . . . and MORE!**

Major League Baseball is just that—a game based on real-life performances of all the big league players.

There are no dice. No chance cards. In fact, the game has no random luck elements that would take away from the strategy of the real thing. The heart of Major League Baseball is in the "FAST ACTION" system. A patented, unique method of providing play-results in the same statistical frequency as occurs in real life!

"FAST ACTION" eliminates the need of dice while speeding up the play so that it approaches the same level of uncertainty and excitement of its real-life counterpart.

Small wonder Major League Baseball is called . . . "the best simulation of baseball by any table-top board game."

### You Get Over 700 Players

Not even Steinbrenner can own that many players. But YOU can! Major League Baseball comes complete with "Stat" cards representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards!

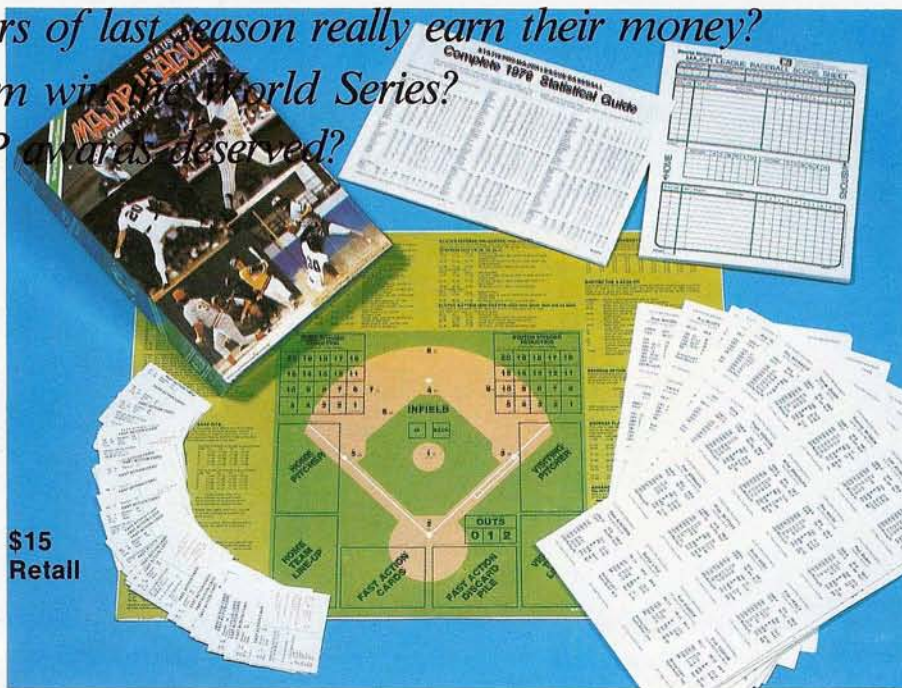
### Statistically Accurate

Each Player Card—whether the mightiest superstar or a little-used reserve—contains information depicting on-the-field performances in every department.

A feat not possible before the advent of the micro-processor, Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, bunting, game-winning hits, even stamina . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!

### Replay an Entire Season

Don't believe us? Then see for yourself. All you have to do is play the major league schedule



because we give you the schedule and all the players to do just that. Actually, once you've got your lineups ready you can conduct a mini-season schedule all you own—and we still guarantee that the results will amaze you with their authenticity.

### Great Game for Solitaire Replay

Because the game-system allows you to play against yourself, it's the perfect baseball game for solitaire play—the ideal way to prove if what we say is true.

And for added fun and strategy, we suggest you play head-to-head against other baseball buffs. Here, your strategy as manager takes over and is often the difference between your also-ran and the real champ making it to the World Series. We guarantee you'll have a lot of fun trying.

### YOUR GAME NEVER OUT OF DATE

"What happens next year . . . won't my Player Cards be obsolete," you might ask.

Yes, they will be! That's why we print new, updated Player Cards each and every year. They're

available in March at just a fraction of the cost of a new game, and keep your game current for a lifetime! If you already own Major League Baseball from a previous year purchase, simply order the latest Player Card set by itself. Just **\$7**

### Begin League Action Immediately!

Just enclose a check or money order with coupon below (or simply specify credit card) and we'll rush you your Statist Pro Major League Baseball Game . . . in brand new boxed format with mounted full-color playing board and over 700 Player Cards. Sent to you in confidence you will be playing the most realistic and accurate table-top baseball game on the market. It has that Avalon Hill quality—quality that's made Avalon Hill the largest strategy game maker in the world today!

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Bill: ( ) Amexco ( ) Master Charge ( ) Visa

Interbank No. \_\_\_\_\_ Expiration Date: \_\_\_\_\_

Account No. \_\_\_\_\_

Signature: \_\_\_\_\_

# THE GENERAL

## READER BUYER'S GUIDE

TITLE: **BISMARCK** \$12.00

Naval Battle of the Denmark Straits plus hypothetical surface actions 1940-43.

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents' address ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: \_\_\_\_\_

Valid only in the United States

POSTAGE COUPON

The postage coupon is usable only for purchases direct from A.H. No more than 1 coupon can be used per game ordered. Coupons are not usable for parts or plan kit orders. Under no circumstances may coupons be used to pay for other than the maximum amount of postage due on any order.

POSTAGE COUPON

Good for Complete Gerby Purchase Only

# CONTEST NO. 89

It is the first turn of the new DIADEM variant for ANZIO using only the Basic rules plus the Allied Air Strike rule of the Advanced Game. As part of their initial setup, the Germans have placed the Panther 4/1 unit at Q43 which appears to be a safe and logical position, with two hexes separating it from the nearest German front line units. As part of the first turn, three attacks occur: 1) a 1-4 (which equals a 1-1 using the air strike); 2) a 1-2 (which equals a 3-1 using the air strike); 3) the odds of the third attack are not given, but the die roll must be one or two.

Other conditions are: 1) No German front-line units are destroyed in these three attacks; 2) No breakthrough movement is generated by first-combat attacks; 3) No invasion is involved, and because of the game version, no paratroops or commando raids. The result of these three attacks is Allied occupation of Termi (L37), on the first turn. Describe the three attacks by specifying order of attack, defender, and the necessary die roll. For the third attack it will be necessary to list the number of attack factors involved in the attack.



## Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.
  2. For Sale, Trade, or Wanted to Buy ads will be accepted only when dealing with collector's items (games no longer available from AH) and are accompanied by a \$1.00 token fee.
  3. Insert copy on lines provided (25 word maximum) and print name, address and phone number on the appropriate lines.
  4. PRINT—if illegible your ad will not be printed.
  5. So that as many ads can be printed as possible within our limited space we request that you use official state abbreviations as well as the game abbreviations listed below:
- Arab Israeli Wars = AIW; Afrika Korps = AK; Alexander = Alex; Anzio = Anz; Assault on Crete = AOC; Battle of the Bulge = BB; Bismarck = Bis; Blitzkrieg = BL; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chan; Crescendo of Doom = COD; Cross of Iron = COI; D-Day = DD; Diplomacy = Dip; Dune; France 1940 = Fr 40; Face to Face = FTF; Fortress Europa = FE Gettysburg = Get '64 or '77; Jutland = Jut; Kingmaker = KM; Kriegspiel = Krieg; Luftwaffe = LW; Magic Realm = MR; Marnon = MarMidway = Mid; Napoleon = Nap; Origins of WWII = Orig; Panzerblitz = PB; Panzer Leader = PL; Play By Mail = PBM; Richthofen's War = RW; 1776; Squad Leader = SL; Stalingrad = Grad; Starship Troopers = SST; Submarine = Sub; Tactics II = Tac; The Longest Day = TLD; The Rising Sun = TRS; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; Trireme = Tri; Victory In the Pacific = VITP; War at Sea = WAS; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.

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NAME \_\_\_\_\_ PHONE \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Attack Order	Attack Factors	Odds	Die Roll	Defender	Advance
1.	—	1-1			
2.	—	3-1			
3.			1 or 2		

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

ISSUE AS A WHOLE: ..... (Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Best 3 Articles:

1. \_\_\_\_\_ NAME \_\_\_\_\_

2. \_\_\_\_\_ ADDRESS \_\_\_\_\_

3. \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

# MAGIC REALM

The *MAGIC REALM* is a land that contains the ruins of a fabulous civilization, lost in the wilds at the edge of the world. A few humans cluster at lonely dwellings where once mighty empires held sway, and barbarian horsemen trot fearfully past unseen vaults and jewel-encrusted altars hidden in the tangle and brush. Off among the ruins there are dark places where swarms of monsters dwell, gargantuan flying bats, tribes of marching goblins and Dragons watching over their treasure troves.

Into this *MAGIC REALM* come sixteen adventurers, drawn by the tales of treasure and magical power waiting to be found amidst the crumbling ruins. Soldiers and mighty warriors are among them—great armored Knights, a famous Captain, an Amazon, a doughty Dwarf and a brawny Berserker. Elusive and crafty adventurers are here as well; Swordsman, Elf and skilled Woods Girl. Druid, Wizard, Pilgrim, Witch, Sorcerer, Magician and a Witch King have come to rediscover lost magical arts.

Now YOU can be one of these sixteen adventurers into the *MAGIC REALM*, seeking treasure, knowledge and renown in an alien land of magic and monsters. Crossing mountain ranges or venturing into networks of caves you can meet or avoid monsters as you find fabulous treasure troves. You can deal with native humans, trading and hiring, doing errands for gold or leading military campaigns against other groups. You select the objectives that you are seeking in the *MAGIC REALM*, and you choose the strategy you will follow to obtain those objectives.

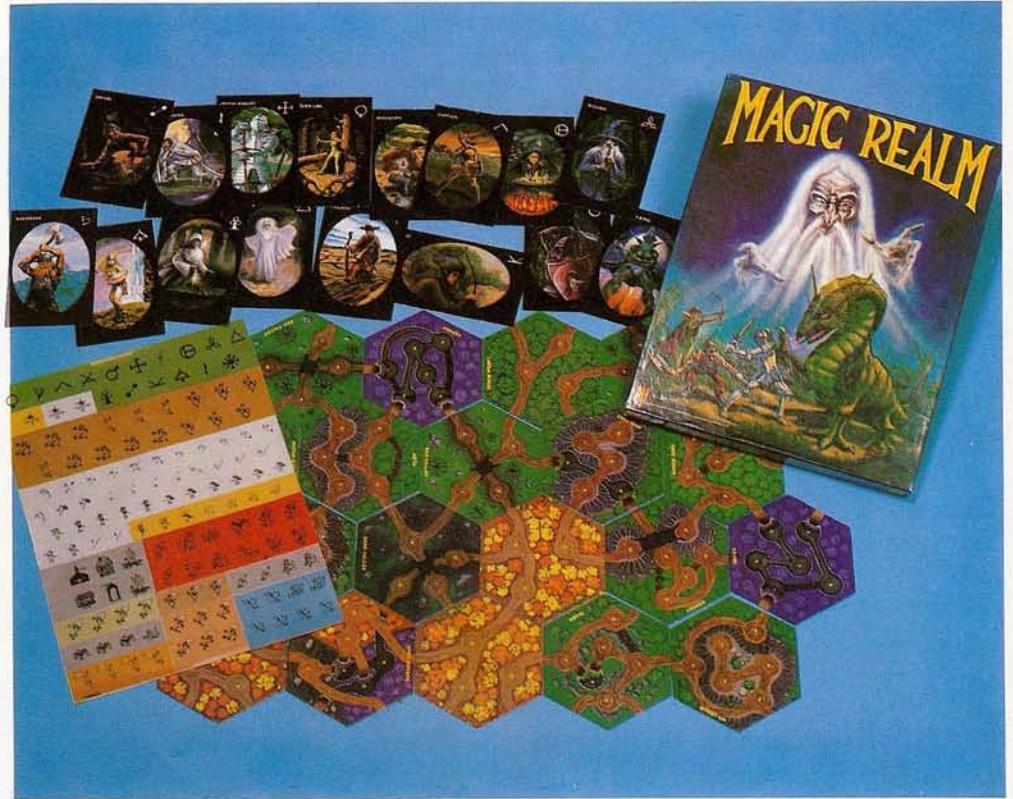
YOU will fight your battles blow by blow, selecting the speed, force and direction of your attack and your maneuver to avoid enemy attacks. Individual duels and great melees with monsters and natives are possible, with blows striking armor, helmets, breast plates and shields and magical Spells being Cast in the midst of combat.

Treasures, weapons, armor, horses and Spells can be found or bought to enhance your ability to fight or to move and find the objectives you need to win the game. More items are included than are needed to win the game or are ever found during play, so the players never know what they might find or what their opponents might be carrying.

Each game the treasures, treasure troves, natives, monsters and the mapboard itself are set up randomly, so each game the players have a new *MAGIC REALM* to search and discover. Treasures and treasure troves are hidden and must be found; monsters and natives appear and march around the board unpredictably, seeking the adventurers who are wandering through the *MAGIC REALM*. With an initial setup that varies enormously from game to game and randomly appearing monsters, natives and treasures, *MAGIC REALM* is full of surprises each time it is played. It is filled with opportunities and dangers that shift and change every game.

The rules of *MAGIC REALM* are divided into seven parts (or *ENCOUNTERS*) that can be played as separate games and that gradually introduce all of the components and rules in the game. As the players become familiar with the rules and components in each *ENCOUNTER* they can progress to the next *ENCOUNTER*, until they are playing the complete game.

*MAGIC REALM* is a game for any number of players. One player can set it up and try to discover it himself, or many players can each take an adventurer and cooperate and/or compete in the game. Be wary if you play alone, however, for the *MAGIC REALM* is a dangerous place.

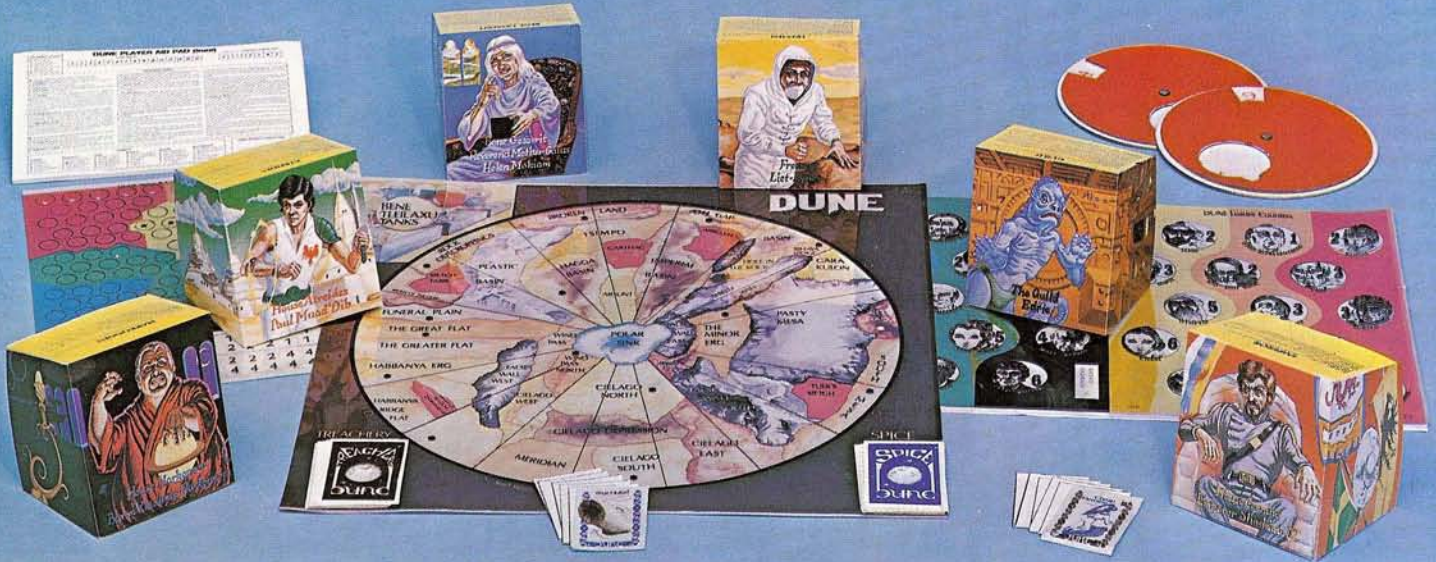


*MAGIC REALM* is available for \$15.00 plus 10% postage and handling (or one postage coupon from *THE GENERAL*) from: The Avalon Hill

Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents please add 5% state sales tax.

HOWL 5	MAGIC III2*	MOVE M5	RAID	SLITTER 6	CAIRNS 5	LOST CITY 3	QUEST

# The New Origins '79 Release—DUNE!



Among the countless planets inhabiting the galaxies of the universe, there exists a small and inconspicuous bit of rock and sand known to its inhabitants as **Dune**. It boasts practically no vegetation and so little water that a man exposed on its surface would dehydrate in minutes. Its scarred terrain is swept by wind storms of super-hurricane velocity and inhabited by giant sandworms often a quarter mile in length who devour anything that moves in the open.

**Dune** is the battleground in a power struggle among the worlds' most powerful factions. It, alone, is the source of melange, a spice which prevents aging and confers prescient abilities to its consumer, essential to deep space navigation upon which civilisation depends for its continued existence. **Whoever controls Dune and its spice, has the power to rule the universe.**

You choose one of the six warring factions to lead in the conquest of Dune.

**Liet Kynes**—After generations of habitation on Dune's harsh surface, your Fremen warriors are inured to all hardships. They are the greatest fighters of all. You are now ready to throw off the yoke of alien domination.

**Baron Nadimir Harkonnen**—You have governed and exploited Dune for many years. Your domination is now being threatened, but you have had time to infiltrate your enemies' forces and prepare traps. You are not about to give up the spice without a fight.

**Paul Muad 'Dib**—As the new ruler of Dune, your father was treacherously slain by Baron Harkonnen. You must now carry on his work with a loyal band of well-trained warriors. Your greatest assets are your, as yet, untapped leadership abilities which will eventually propel you to master of the universe.

**Emperor Shaddam IV**—Years of over-confidence in your galactical police—the feared Sardaukar—and your secret pact with the Harkonnens have robbed you of your alertness. The situation upon Dune now demands your immediate attention. Will your Sardaukar be able to prevent another group from taking over Dune and using the spice to wrest away your power.

**Edric**—Your guild monopoly on space travel depends entirely upon an uninterrupted flow of spice to your navigators. It is now in danger. You must make sure no one can use it to blackmail you. Armed invasion may be your only solution.

**Reverend Mother Gaius Helen Mohian**—You and your sisters in the Bene Gesserit have spent thousands of years grooming the various civilisations and worlds for a messiah which will bring you to power. The unplanned appearance of the messiah in the person of Paul Muad 'Dib has precipitated you to action before you're ready. But your powers of mysticism and mind control are secret abilities which allow you to make inroads on Dune without open aggression.

#### In each game you get:

- Full Color Mapboard of the planet, Dune.
- 6 Shields each with a full color illustration of the player's character
- 120 Circular Counters representing the armies involved in the battle for Dune
- 60 ½" Square Counters used to count spice
- 30 2" Discs each with an illustration of a military leader
- Deck of 33 Treachery Cards
- Deck of 21 Spice Cards
- 2 Battle Wheels
- Player Aid Pad
- Rules Manual

**DUNE** is available now by mail from the Avalon Hill Game Co. for \$15.00 plus 10% postage (or a GENERAL postage coupon). Maryland residents please add 5% state sales tax.

**DUNE** is based on the best selling Science Fiction series of the same name by Frank Herbert and was designed by EON GAMES; the same folks who did **COSMIC ENCOUNTERS**. A fast and highly playable game in the **COSMIC ENCOUNTERS** mode, **DUNE** sports the most splendid artwork ever to grace a conventional wargame. Whether you've read the books or not, you won't want to miss the **DUNE** game.

